Roland

ENGLISH

EM-55 OR

ORIENTAL INTERACTIVE KEYBOARD

Owner's Manual

Thank you for choosing a Roland EM-55 OR Oriental Interactive Keyboard, the perfect arranger instrument for countless hours of pure, unadulterated fun. Thanks to its novel integration of DJ-like functions, the EM-55 OR will take your musical endeavours to a completely new level.

To get the most out of the EM-55 OR and to ensure many years of trouble-free service, we urge you to read through this Owner's Manual thoroughly.
To avoid confusion, let's agree to use the word "button" for all keys on the front panel, and only use "key" when referring to the EM-55 OR's keyboard.
Before using this instrument, carefully read the sections entitled "Important Safety Instructions" and "Important notes". They provide important information concerning the proper operation of the EM-55 OR. Be sure to keep this manual in a safe place for future reference.

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Features

Session Partner function

The EM-55 OR's new Session Partner concept encompasses three functions: you can switch on/mute the Arranger's accompaniment parts; you can select from among 8 phrase patterns to be played either in isolation or together with the selected Music Style; or you can use the eight Session Partner buttons DJ style: to create remixes of existing phrases.

The Session Partner buttons can also be used for muting and switching on individual tracks of the 16-track Recorder, allowing you to be creative even with your recorded music.

EZ Search & Music Assistant

The EZ Search function allows you to quickly locate the desired Music Style or Tone.

The EM-55 OR also provides a Music Assistant function for direct access to 100 User Programs (registrations).

Style Morphing and Orchestrator functions

Style Morphing allows you to "create" new Music Styles (accompaniments) on the fly by replacing selected accompaniment parts of one Style with the parts from another Style.

The Orchestrator function, on the other hand, allows you to simplify, add, or leave out accompaniment parts of the selected Music Style. This intuitive way of controlling the arrangements of your accompaniments is a wonderful assistant for creating just the right atmosphere for the music you play.

Graphic display

Your EM-55 OR is equipped with a backlit display that keeps you posted about the current status of your instrument. Most functions are represented by means of straightforward icons that provide massive at-a-glance information without confusing you.

64 User Programs

User Programs are memories where you can save your own panel settings. These include the currently selected Style, Tone (sound), tempo, as well as a lot of other parameters. At the press of a maximum of two buttons, you can thus completely reconfigure your instrument.

3651 Tones and 120 Drum Sets

The EM-55 OR comes with 3,603 western and 48 excellent oriental instrument sounds taken from Roland's acclaimed VA-series sound library. In most instances, there will be several Tones to choose from for the song you are about to play. In addition to 116 western Drum Sets, it also provides 4 oriental sets that can be used for drumming on the keyboard or by the Arranger.

The EM-55 OR's sound source conforms to General MIDI System Level 2 (GM2 for short) as well as Roland's GS Format.

64 Music Styles

The EM-55 OR contains 64 Music Styles (48 oriental and 16 western) that will supply a perfect accompaniment for your solo playing. Each Music Style includes several "Divisions" that allow you to vary the accompaniment. Coupled with the Style Morphing and Orchestrator functions, the total number of accompaniment patterns adds up to far more than 64.

Three modes

For enhanced operation, the EM-55 OR provides an M. Drums, Arranger, and a Piano mode. Pressing one of these button will immediately reconfigure your Oriental Interactive Keyboard.

1. Important notes

In addition to the items listed under "Important Safety Instructions", please read and observe the following:

Power supply

- Do not use this instrument on the same power circuit with any device that will generate line noise (such as an electric motor or variable lighting system).
- Be sure to only use the supplied adapter (Roland ACJ). The use of other adapters may damaged your EM-55 OR.
- Before connecting the EM-55 OR to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- Using the EM-55 OR near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this instrument or move it farther away from the source of interference.
- This instrument may interfere with radio and television reception. Do not use it in the vicinity of such receivers.
- Do not expose the EM-55 OR to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the instrument.

Maintenance

- For everyday cleaning wipe the EM-55 OR with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a mild, non-abrasive detergent. Afterwards, be sure to wipe the instrument thoroughly with a soft, dry cloth.
- Never use benzene, thinner, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and data

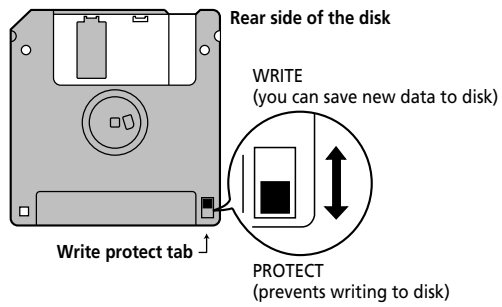
- Please be aware that all data contained in the instrument's memory may be lost when it is sent for repairs. In certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data. Roland assumes no liability concerning such loss of data.

Additional precautions

- Please be aware that the memory contents can be irretrievably lost as a result of a malfunction, or the improper operation of the instrument.
- Use a reasonable amount of care when using the instrument's buttons, other controls, and jacks/connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting/disconnecting cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the instrument during normal operation. This is perfectly normal.
- To avoid disturbing your neighbors, try to keep the instrument's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially late at night).
- When you need to transport the instrument, package it in the box (including padding) that it came in. Otherwise, you will need to use equivalent packaging materials, or a flightcase.

Handling floppy disks

- Floppy disks contain a plastic disk with a thin magnetic coating. Microscopic precision is required to enable storage of large amounts of data on such a small surface area. To preserve their integrity, please observe the following when handling floppy disks:
- Never touch the magnetic medium inside the disk.
- Do not use or store floppy disks in dirty or dusty areas.
- Do not subject floppy disks to temperature extremes (e.g., direct sunlight in an enclosed vehicle). Recommended temperature range: 10° to 50°C (50 to 122°F).
- Do not expose floppy disks to strong magnetic fields, such as those generated by loudspeakers.
- Floppy disks have a "WRITE" tab which can protect the disk from accidental erasure. It is recommended that the tab be kept in the PROTECT position, and moved to the WRITE position only when you wish to write new data onto the disk.



- Disks containing important performance data for this instrument should always be locked (have their write protect tab slid to the PROTECT position) before you insert them into the drive of another instrument.
- The identification label should be firmly affixed to the disk. If the label comes loose while the disk is in the drive, it may be difficult to remove the disk.
- Put the disk back into its case for storage.

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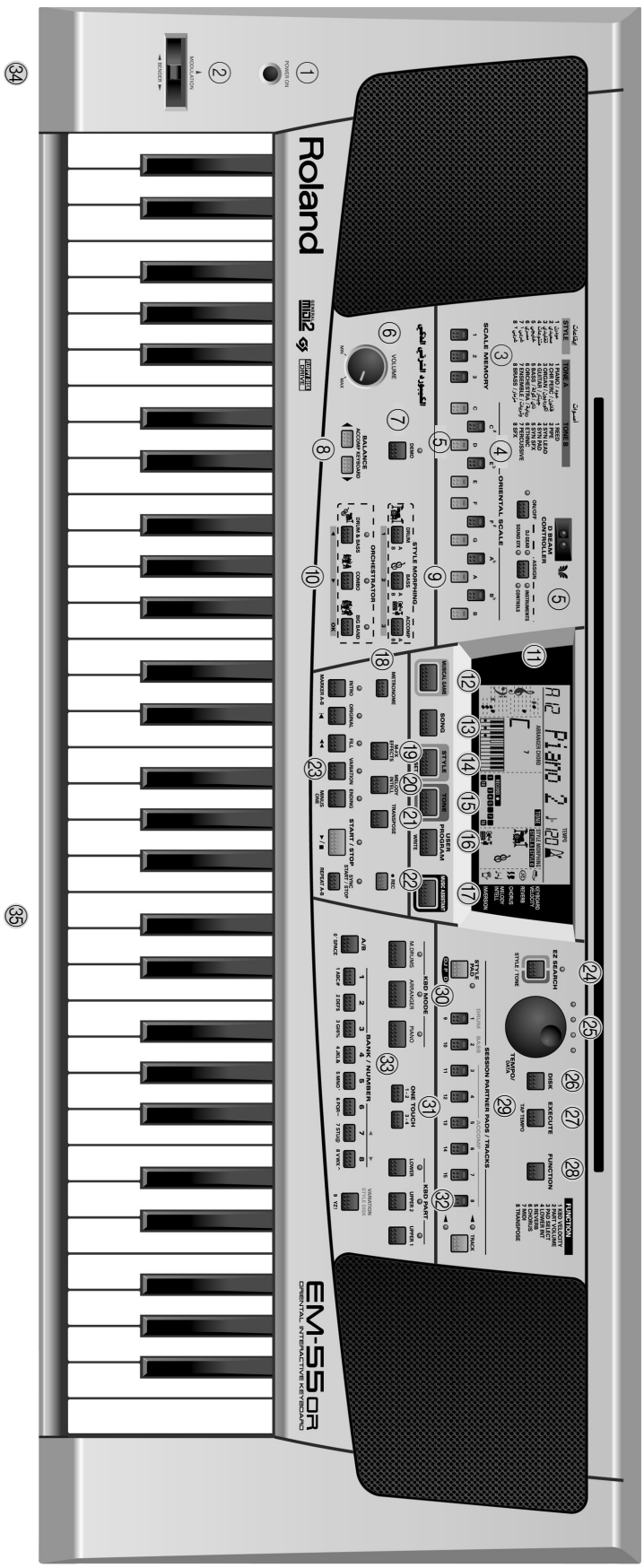
2. Panel descriptions



① POWER ON button
Press this button to switch the EM-55 OR on and off.

② BENDER/MODULATION lever
By performing left/right movements, you can bend your solo notes down (left) or up (right). Press this lever towards the rear of the instrument to add modulation (usually vibrato) to the notes you are playing.

③ SCALE MEMORY buttons
These three buttons allow you to save and recall the tuning settings carried out with the ORIENTAL SCALE buttons. When the EM-55 OR is shipped, these memories already contain useful settings (that will be recalled whenever you initialize your EM-55 OR).

④ ORIENTAL SCALE buttons
These buttons allow you to change the tuning of each note of the scale. By default, pressing one of these buttons will lower the corresponding notes in all octaves by a quarter tone (–50 cents). Other tunings can also be selected and saved to one of the three scale memories (see above).

⑤ D Beam Controller
This controller allows you to influence the timbre of the notes you play, to control the Arranger, and to create some unique effects. All you need to do is move your hand up/down or left/right above the two "eyes".
The buttons allow you to assign the desired function to the D Beam Controller. See p. 36.

⑥ VOLUME knob
Use this knob to set the global volume of your EM-55 OR.

⑦ DEMO button
Press this button whenever you want to listen to the EM-55 OR's demo songs (see p. 8).

⑧ BALANCE [◄ACCOMP] [KEYBOARD ►] buttons
Use the BALANCE buttons to change the volume of the corresponding section (accompaniment/song, or the parts you play on the keyboard).

⑨ STYLE MORPHING buttons
Use these three buttons to create a new Style from two existing ones. See page 27 for details.

⑩ ORCHESTRATOR buttons
Press one of these buttons to choose the desired orchestration for the selected Music Style. See page 27.

⑪ **Display**
This is where you will find comprehensive information about the EM-55 OR's current status, the functions that are available, the parameter values, etc.

⑫ **MUSICAL GAME button**
Press this button if you want to learn more about the "nuts and bolts" of music – or just to have some fun with your EM-55 OR.

⑬ **SONG button**
This button allows you to select the EM-55 OR's Song mode, and to specify that the [INTRO], [ORIGINAL], etc., buttons should be used to operate the on-board Recorder.

⑭ **STYLE button**
Press this button if you want to select Music Styles. By activating this button, you also specify that the [INTRO], [ORIGINAL], etc., buttons are used for selecting a Style Division, while the [1]~[8] buttons can be used to select the desired Style memory (11~64).

In DJ PAD mode, the [STYLE] button can be used for selecting the desired DJ phrase set.

Note: Styles can also be selected via the EZ Search function (see p. 15).

⑮ **TONE button**
Press this button if you want to use the [A/B] and [1]~[8] buttons for assigning a sound ("Tone") to the selected Keyboard part. See p. 15.

Note: Tones can also be selected via the EZ Search function (see p. 16).

⑯ **USER PROGRAM/WRITE button**
Press this button whenever you want to select a User Program (a set of registrations). Press and hold it to save the current panel and parameter settings to a User Program. See page 49.

⑰ **MUSIC ASSISTANT button**
This button allows you to work with preprogrammed registrations (additional User Programs). See p. 25.

⑱ **METRONOME button**
This button is used to switch the metronome on and off. Holding it for more than one second calls up a FUNCTION parameter you can set.

⑲ **MFX EFFECTS button**
This button allows you to switch the multi-effects processor on/off, to assign it to the desired Keyboard part, and to select the effect you need in a given situation. Holding it for more than one second calls up a FUNCTION parameter you can set. See p. 31.

⑳ **MELODY INTELL button**
This button allows you to switch the Melody Intelligence function on/off. This function adds a harmony part to your melody playing. See p. 26. Holding it for more than one second calls up a FUNCTION parameter you can set for selecting the harmony type.

㉑ **TRANSPOSE button**
Press this button to transpose the keyboard (see p. 34). Holding it for more than one second calls up a FUNCTION parameter you can set.

㉒ **REC button**
This button allows you to engage the EM-55 OR's record function.

㉓ **Style/Song control buttons**
(INTRO, ORIGINAL, FILL, etc.) These buttons allow you to select the Music Style division (after pressing the [STYLE] button) or to control the EM-55 OR's Recorder (after pressing [SONG]).

㉔ **EZ SEARCH button**
This button allows you to quickly select the desired Music Style, Tone, or Drum Set. See p. 15 and p. 16.

㉕ **TEMPO/DATA dial**
This dial is used for setting the tempo, parameter values, and for selecting Music Styles, Tones, or Drum Sets via the EZ SEARCH function.

㉖ **DISK button**
Press this button to access the Disk functions. They are used for loading data from floppy, saving data to disk, and managing floppy disks. See p. 54.

㉗ **EXECUTE/TAP TEMPO button**
In FUNCTION and DISK modes, this button allows you to confirm an operation. Outside those two modes, this button can be used for setting the tempo by pressing it repeatedly. Hold it down for a few seconds to return to the pre-programmed tempo.

In FUNCTION mode, holding it down will recall the default value for the selected parameter.

㉘ **FUNCTION button**
This button provides access to the FUNCTION menu. You can hold it down and use the BANK/NUMBER buttons for directly selecting one of the eight functions of the list to the rigt of this button.

㉙ **SESSION PARTNER PADS/TRACKS section**
These buttons provide access to the EM-55 OR's Session Partner function. They can also be used for muting and switching on Recorder tracks.

㉚ **KEYBOARD MODE buttons**
These buttons allow you to specify how you want to use your EM-55 OR:

Button	Function
M.DRUMS	You can drum on the keyboard.
ARRANGER	The chords you play with your left hand are used to transpose the automatic accompaniment in realtime. With your right hand, you can play solos.
PIANO	A piano sound is assigned to the entire keyboard. (Only the Arranger drums are available.)

㉛ **ONE TOUCH buttons (1–2, 3–4)**
Press one of these buttons to select the desired One Touch memory. To select memory "2" or "4", you need to press the corresponding button twice. One Touch memories contain a number of settings that complement the currently selected Music Style. See p. 25.

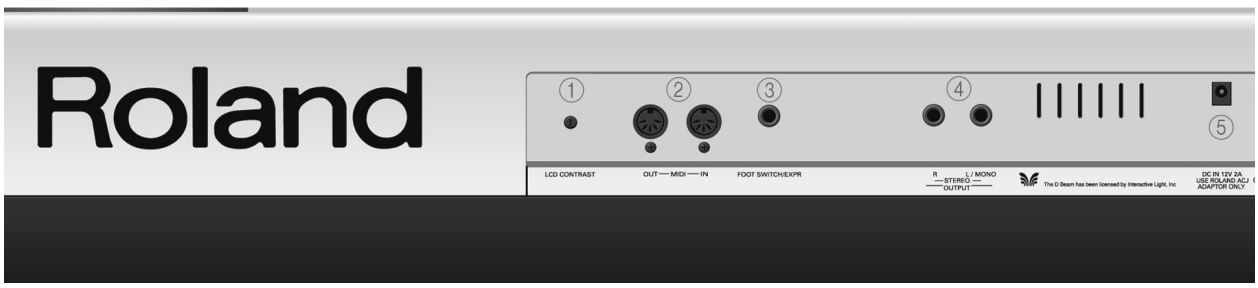
㉜ **KEYBOARD PART buttons**
These buttons allow you to switch three Keyboard parts (Upper 1, Upper 2, and/or Lower) on and off. "Keyboard parts" are sounds you yourself can play – as opposed to "Arranger parts" that are played by the EM-55 OR's automatic accompaniment function.

㉝ **A/B buttons, numeric keypad, VARIATION/STYLE DISK button**
Use [A/B] to select the Tone bank (there are two banks of 64 Tones each). The keypad is used for selecting Tones (sounds) for the Keyboard parts, Music Styles, and User Programs. The function of these buttons depends on which button you pressed last: the [STYLE], [TONE], or [USER PROGRAM] button. The [VARIATION] button also doubles as [STYLE DISK] button (after pressing the [STYLE] button). See p. 28. The numeric keypad also allows you to enter file names.

㉞ **PHONES sockets**
This is where you can connect two pairs of optional headphones (Roland RH-25 or RH-50). By doing so, you switch off the EM-55 OR's speakers.

㉟ **Disk drive**
This is where you can insert a 2DD or 2HD floppy disk with Standard MIDI Files (SMF) or Music Styles. It also allows you to save your User Program settings and the Songs you record.

Rear panel



① **LCD CONTRAST knob**
Use this knob if the icons and characters in the EM-55 OR's display are too light or too dark. Be aware that changing lighting conditions may require different contrast settings.

② **MIDI OUT/IN sockets**
Connect the MIDI OUT socket to the MIDI IN jack of your computer (or MIDI instrument) to transfer MIDI data from the EM-55 OR to the computer or external MIDI instrument. Connect the MIDI IN socket of the EM-55 OR to the computer's MIDI OUT jack to receive data from the computer.

③ **FOOTSWITCH/EXPR socket**
This is where you can connect an optional DP-2, DP-6, or BOSS FS-5U footswitch that allows you to hold ("sustain") the notes you play with your right hand. It can also be used for controlling certain parameters. Alternatively, you can connect a Roland EV-5 expression pedal for realtime control of the EM-55 OR's volume.

④ **OUTPUT R, L/MONO sockets**
These sockets allow you to connect the EM-55 OR to your HiFi amplifier, a mixer, a cassette deck, a keyboard amplifier, etc. If the external amplifier is mono, be sure to connect it to the OUT L/MONO socket.

⑤ **DC 12V IN socket**
This is where you need to connect the supplied adapter (ACJ). After connecting the adapter cable, wind it around the cord hook to the socket's right to prevent accidental power failures.

Note: Be sure to only use the adapter supplied with your EM-55 OR. Other adapters may damage your Oriental Interactive Keyboard.

3. First steps

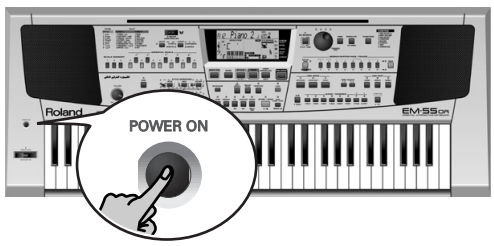
Setting up

The first thing you need to do is connect the supplied ACJ adapter to a suitable wall outlet.

(1) Unpack the EM-55 OR and place it on a stable surface.

(2) Connect the small end of the adapter cable to the EM-55 OR's DC IN jack, and the other end to a suitable wall outlet.

(3) Press the [POWER ON] button to switch on the EM-55 OR.

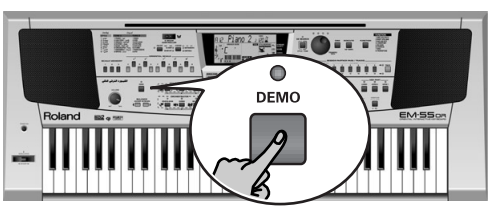


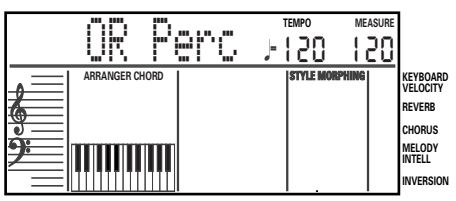
Demo songs

Your EM-55 OR comes with 10 Tone demos and 8 Style demos.

- **Tone demos** show off the EM-55 OR's amazing sound quality.
- **Style demos** give you an impression of the quality of the on-board Music Styles.

(1) Press the [DEMO] button (its indicator lights).
The indicator lights and playback of all demo songs starts.





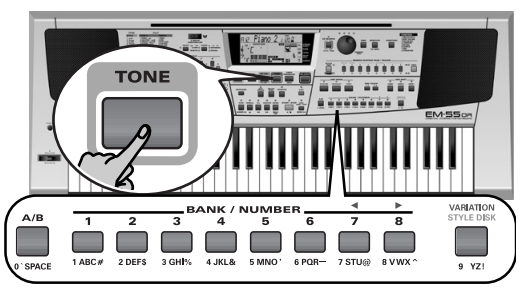
(2) If necessary, use the [VOLUME] control to change the playback volume.

(3) Press [DEMO] again to skip to the next song.

Playback of a Tone demo song:

(1) Press the [START/STOP] button. This will stop playback of the running demo song.

(2) Press the [TONE] button.



(3) Press the [A/B] button to select the percussion demo.

(4) Press a numeric button [1]~[8] or the [VARIATION] button. Each button selects a different Tone demo song.
Playback of the selected demo song starts automatically. After a copyright message, the name of the selected song will be displayed.

You can now press [START/STOP] to stop playback of the currently selected song. If you press this button again, the next demo song will be played back.

(5) Press [START/STOP] to stop demo song playback, and press [DEMO] (indicator goes dark) to switch off the Demo function.

Playback of a Style demo song:

(1) Press the [STYLE] button.

(2) Press a numeric button [1]~[8]. Each button selects a different Style demo song (there are eight).

Playback of the selected demo song starts automatically. After a copyright message, the name of the selected song will be displayed.

You can now press [START/STOP] to stop playback of the currently selected song. If you press this button again, the next demo song will be played back.

(3) Press [START/STOP] to stop demo song playback.

(4) Press [DEMO] (indicator goes dark) to switch off the Demo function.

DJ Pad function

Let us now look at one of the new Session Partner functions that allows you to use the EM-55 OR DJ style. (See pages 23 and 40 for the remaining Session Partner/Track functions.)

The DJ PAD function allows you to start and stop eight different phrases of a selected Music Style by pressing buttons, rather than playing on the keyboard.

After starting a phrase, you can change its key by playing the corresponding chord in the left half of the keyboard. This would allow you to create entire songs. You can even record the music you create using the DJ Pad function.

Oh... and one last thing: it is perfectly possible to start several phrases at once (the DJ Pad function is polyphonic).

(1) Press the [STYLE] button. Check whether the STYLE A icon is displayed.

The upper SESSION PARTNER [TRACK] indicator lights.

(2) Press the [STYLE PAD/DJ TRACK] button once or twice (the DJ PAD indicator must light).

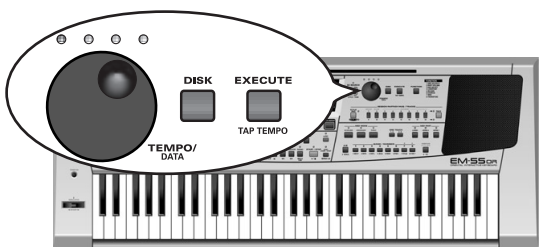
(3) Now use the [1/9]~[8/16] buttons to start the assigned phrases (the indicators of the buttons you press light).

You can press several buttons simultaneously if you like.

Briefly pressing them starts the assigned phrase, which will be played for as long as you hold the button.

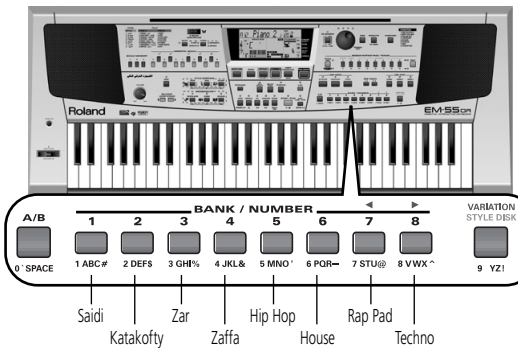
If you press and hold one of these buttons, the phrase will be repeated again and again ("looped"). Press the corresponding button again to stop the loop of the assigned phrase.

(4) If necessary, use the [TEMPO/DATA] dial to change the tempo.



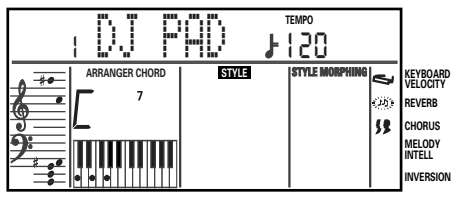
Choosing other sets

(5) If necessary, use the BANK/NUMBER [1]~[8] buttons to select a different set.



The EM-55 OR provides 8 Sets of DJ phrases (with 8 phrases each). These sets are called: Dance 1, Dance 2, HipHop, House 1, House 2, Rap, Techno 1 and Techno 2. The illustration above shows you which button you need to press to select the desired set.

The name of the set you select appears in the display:



Note: Do not press the [START/STOP] button, because doing so would start the Arranger and stop playback of the DJ PAD function.

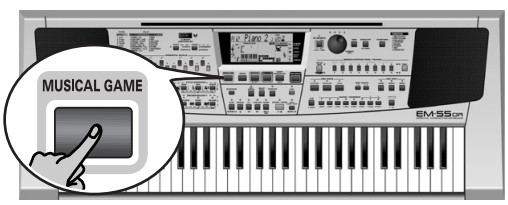
Note: There is also a parameter that allows you to specify whether playback of the various phrases should be synchronized. See p. 48.

Musical Games

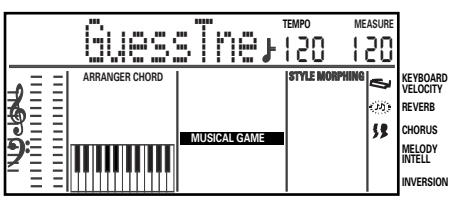
Your EM-55 OR contains several musical games you may want to play at times. These games will help you master some basic musical concepts. They are called:

- **Guess the Note**: play the note you hear.
- **Guess the Chord**: see if you can play the chords you hear.
- **Chord Finder**: this game will help you find out how to play chords you may come across in written music. This is a wonderful way of learning new chords.
  For GuessNte and GuessChd, speed is an important factor: the faster you play the right note(s), the higher your score will be.

(1) Press the [MUSICAL GAME] button.

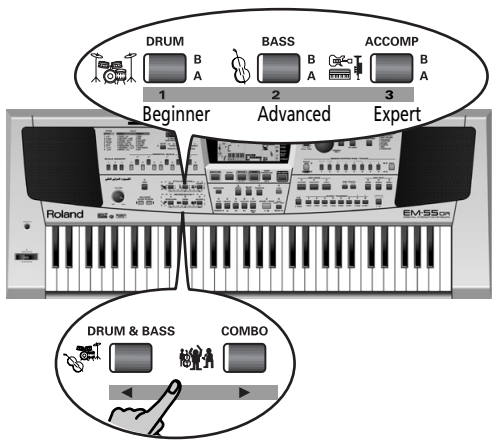


The MUSICAL GAME icon appears in the center of the display, while the message line in the upper left-hand corner displays the name of the first game.



(2) Press [MUSICAL GAME] again to select the desired game ("GuessNte", "GuessChd" or "ChordFnd").

You can also press ORCHESTRATOR [DRUM & BASS] or [COMBO] to select the game.



(3) Use the STYLE MORPHING [DRUM], [BASS], and [ACCOMP] buttons to select the level (only for "Guess Nte" and "GuessChd").

Button	Function
DRUM	Beginner (easiest)
BASS	Advanced (intermediary)
ACCOMP	Expert (most difficult)

Example: to select the "Advanced" level of the "GuessNte" game:

- Press [MUSICAL GAME].
- Press [MUSICAL GAME] twice again (or ORCHESTRATOR [COMBO]).
- Press STYLE MORPHING [BASS].

(4) Press ORCHESTRATOR [BIG BAND] to confirm your choice ("OK").

Guess Note

After pressing "OK" (see step (4) above), the EM-55 OR plays a note, while the display shows "Listen". The score graphic in the left part of the display shows the note sounded by the EM-55 OR.

(1) Play a note on the keyboard.
Next, the EM-55 OR sounds four other notes. Play them too.

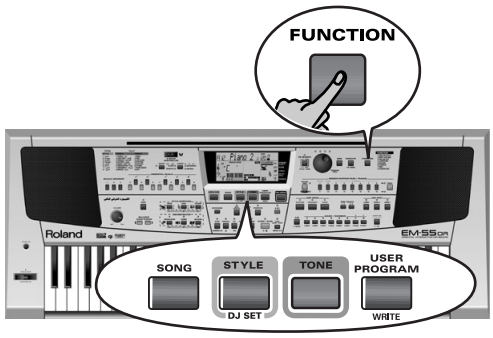
After five notes and responses the display indicates how long it took you to play the notes, and how well you scored. If the notes were correct, you will also get a standing ovation from your EM-55 OR.

If your notes were wrong, the EM-55 OR plays a "car crash" sound.

(2) Press "OK" to have the EM-55 OR sound another round of five notes.
Use the ◄ ► or "1", "2", "3" buttons if you wish to select another level. Then confirm by pressing "OK".

(3) Play the notes again.
After applauding (or playing the crashing sound), the EM-55 OR returns to the level indication. Repeat step (2), if you like, or press [MUSICAL GAME] to select another game.

(4) Press [SONG], [STYLE], [TONE], [USER PROGRAM] or [FUNCTION] to leave this function.



Guess Chord

After pressing "OK" (see step (4) under "Musical Games"), the EM-55 OR plays a chord and displays the notes in the score graphic in the left part of the display.

(1) Play the chord notes on the keyboard.
Next, the EM-55 OR sounds four other chords. Play them too.

After five chords and responses the display indicates how long it took you to play the chords, and how well you scored. If the chords were correct, you will also get a standing ovation from your EM-55 OR.

If your choices were wrong, the EM-55 OR plays a "car crash" sound.

(2) Press "OK" to have the EM-55 OR sound another round of five chords.
Use the ◄ ► or "1", "2", "3" buttons if you wish to select another level. Then confirm by pressing "OK".

(3) Play the chords again.
After applauding (or playing the crashing sound), the EM-55 OR returns to the level indication. Repeat step (2), if you like, or press [MUSICAL GAME] to select another game.

(4) Press [SONG], [STYLE], [TONE], [USER PROGRAM] or [FUNCTION] to leave this function.

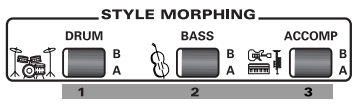
Chord Finder

Apart from being a fun game, the Chord Finder is also useful for learning how to play certain chords you are unfamiliar with. Here is how to play this game:

(1) Press the [MUSICAL GAME] button.
See p. 10 for a detailed discussion.

(2) Press [MUSICAL GAME] again to select "ChordFnd".
Alternatively, press "3" [ACCOMP] to select it directly.

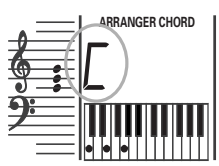
(3) Use the "1" or "2" button to select the entry you wish to specify:



Button	Function
"1"	Root (i.e. the "name" of the chord).
"2"	Type (major, minor, etc.)

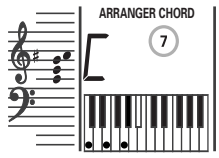
To specify the Root:

- Press "1". The display now shows the message "1 Root".
- Use the ◄ ► buttons to select the root ("C", for example). The name of this chord appears in the ARRANGER CHORD field of the display.



To specify the Type:

- Press the "2" button. The display now shows the message "2 Type".
- Use the ◄ ► buttons to select the chord type ("7", for example). The complete name of this chord appears in the ARRANGER CHORD field of the display, while the keyboard and score graphics also show the notes.



Black keys you need to press are temporarily displayed as white keys (see the Bb/A# in the illustration).

(4) Use the "1" and "2" buttons as well as ◄ ► to select other chords you wish to practise.

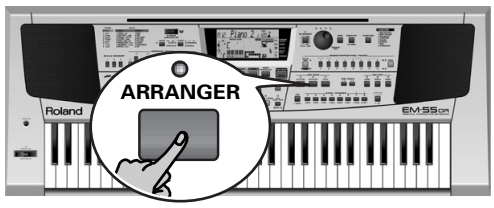
(5) Press [SONG], [STYLE], [TONE], [USER PROGRAM] or [FUNCTION] to leave this function.

4. Playing with accompaniment

Let us now take advantage of the EM-55 OR's accompaniment function. This function is called "Arranger".

Starting/stopping the Arranger

(1) Press the KBD MODE [ARRANGER] button (its indicator lights).



The keyboard is split into two halves. The keys you press in the left half are used to specify the key of the accompaniment. The **right half** of the keyboard allows you to play a **tune** to the accompaniment.

At power-on, the EM-55 OR automatically selects the "**A24 TwoStep**" Style.

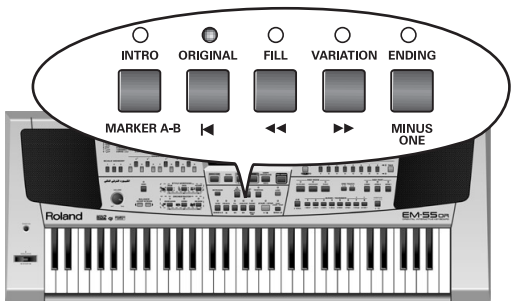
(2) Press the [START/STOP] button to start Arranger playback.

Note: If the [ARRANGER] indicator lights, playing in the left half of the keyboard while the Arranger is stopped, will sound an electric piano and bass Tone. The left half of the keyboard is thus not muted (like on previous Roland arranger instruments). This can be switched off, however (see "Bs Chord (left-hand strings + bass)" on page 45).

(3) Play a chord (or just one note) with your left hand.

(4) Play another chord (or note) to change the Arranger's key.

(5) Press the following buttons to use other patterns of the currently selected Music Style:



Button	Function
INTRO	Playback of an introduction. Press this button before activating [START/STOP].
ORIGINAL	Simple accompaniment version.
FILL	Transition ("Fill In") to VARIATION or ORIGINAL.
VARIATION	Slightly more complex accompaniment version.
ENDING	Phrase that indicates the end of the song. Use this button instead of [START/STOP] to stop playback.

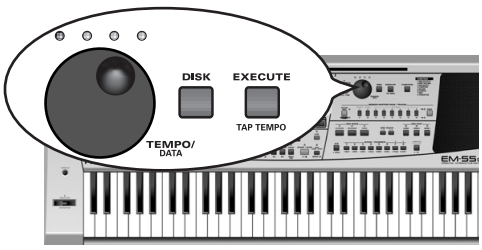
These buttons select Music Style "patterns". The indicator of the button you press lights.

Also, the ARRANGER CHORD field indicates which chord you played last. This chord is used by the accompaniment.

As soon as you feel comfortable with the Arranger, you should try to play a melody with your right hand while using your left for selecting Arranger chords.

Changing the tempo

(6) Use the [TEMPO/DATA] dial to decrease (turn left) or increase (turn right) the tempo (if necessary).



To return to the Music Style's default tempo, press and hold [EXECUTE/TAP TEMPO] for a few seconds.

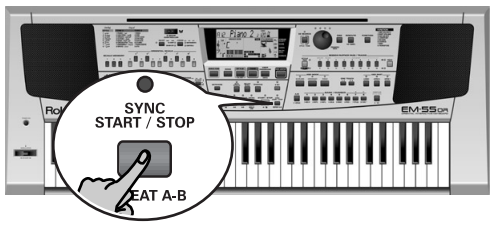
Alternatively, you can also press the [EXECUTE/TAP TEMPO] button several times at the desired tempo.

Stopping Arranger playback

(7) Press [START/STOP] again to stop playback.
You can also press **[ENDING]**. In that case, you first hear an ending phrase. When it is finished, Arranger playback stops automatically.

Automatic playback start & stop (Sync Start/Stop)

Press [SYNC START/STOP] (indicator lights). "Sync Start" means that the Arranger will start Music Style playback as soon as you play a note or a chord with your left hand.



If you like, you can also activate the Sync Stop function by pressing this button several times until the indicator starts flashing. In that case, Music Style playback will stop as soon as you release all keys in the left half of the keyboard.

Selecting other Music Styles

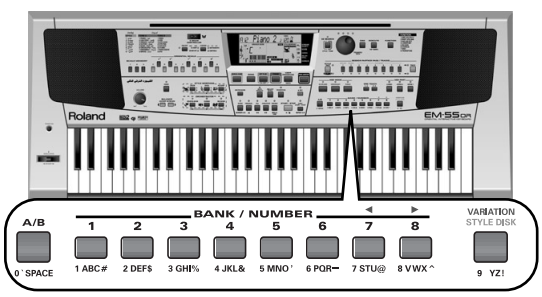
Selection via the numeric keypad

Your EM-55 OR comes with 64 different accompaniments (called "Music Styles") that reside in eight banks. Here is how to select them:

(1) Press the [STYLE] button.

(2) Press the [A/B] button to select Group A (the A appears in the upper left-hand corner of the display).

(3) Use the numeric keypad to select the desired Music Style bank (1~8).



See the STYLE bank list in the left half of the front panel and p. 73 for locating the Music Style bank.

Example: press [5] to select bank 5.

(4) Use the numeric keypad to select a Music Style memory of that bank (x1~x8).
Example: press [2] to select the "Arabi" Style.

Note: You can also press [STYLE] to scroll through all 64 Music Styles of the currently selected group (A or B).

Style selection via EZ Search

Another easy way of selecting Music Styles goes like this:

(1) Press the [EZ SEARCH] button (indicator lights).

The display now shows the number and name of the currently selected Music Style.

(2) Look at the STYLE list in the upper left part of the front panel to select a Style bank, then press the BANK/NUMBER button that corresponds to that bank.

Example: to select a Music Style from the Saidi bank, press [2].

(3) Use the [TEMPO/DATA] dial to select the desired Music Style from that bank.
After selecting bank 2, that would be: SaidiMsh, SaidiMdn, Saidi-M1, Saidi-M2, Saidi-M3, Saidi-Eg, Saidi/L, Shaeri 1.

Note: EZ Search only works for the "A" group (the Styles in the EM-55 OR's internal memory).

Working with Music Styles on a floppy disk

Your EM-55 OR comes with two floppy disks, one of which contains 64 additional Music Styles for the Disk Link function. (The other floppy disk contains additional Styles that you can load via STYLE DISK.) Using those is just as easy as working with the internal Styles – and loading them from floppy is just as quick. This function is called "Disk Link".

The Music Style referenced by the Disk Link memory you select is automatically loaded from disk and copied to the Style Disk memory (see also p. 28).

(1) Insert the "Disk Link" floppy disk into the drive (front panel, below the keyboard).

(2) Press the [STYLE] button.

(3) Press the [A/B] button to select Group b (the b appears in the upper left-hand corner of the display).

(4) Use the numeric keypad to select the desired Music Style bank (1~8).

(5) Use the numeric keypad to select a Music Style memory of that bank (x1~x8).

Note: You can also assign other Styles to the Music Style memories of group b (see p. 29).

Note: The EM-55 OR does not store the Music Styles for group b. You need to insert the (correct) floppy disk into the drive each time you wish to use those Styles.

Selecting sounds for the right hand

Do the following if you wish to assign a different sound to your (right-hand) melody playing:

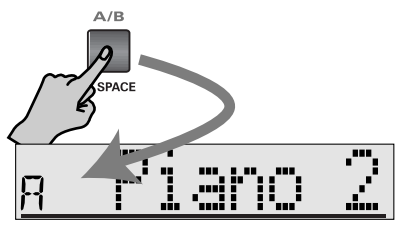
(1) Press the [TONE] button.

The TONE icon appears in the display. You can now select Tones. There are two ways to select Tones on the EM-55 OR.

In this example, we will select the Tone "A13₁ Oud 2".

(2) Press the [A/B] button to select the Tone group.

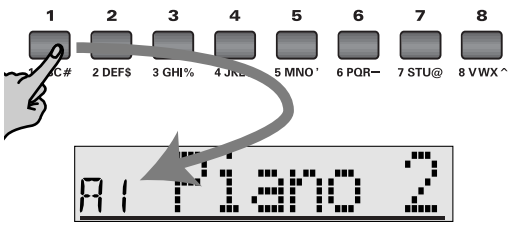
The "Oud 2" Tone belongs to the "TONE A" group. You therefore need to press [A/B] once or twice to make the display read A.



Note: This is only necessary if the currently selected Tone belongs to the A group.

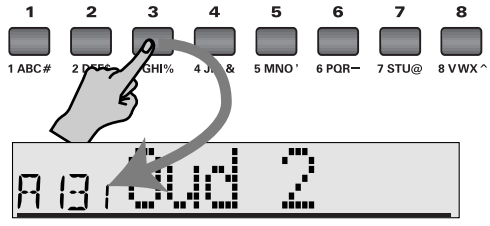
Note: The name ("Piano 2" in the illustration) still refers to the previously selected Tone.

(3) Press the numeric button [1] to select bank "1".



Note: The name ("Piano 2" in the illustration) still refers to the previously selected Tone.

(4) Press the numeric button [3] to select the "Oud 2" Tone.



Notice how the Tone name in the display changes. If you now play in the right half of the keyboard, you will hear the "Oud 2" Tone.

Note: See p. 30 for how to select Tone Variations.

Note: You can also press [TONE] repeatedly to scroll through all available Tones (excluding the Variations).

Note: In many cases, the EM-55 OR does not select exactly the Tone you asked for, but an even better one. See p. 30 for details.

Tone selection via EZ Search

Your EM-55 OR contains 3,603 western Tones (or sounds) plus 48 oriental ones, which means that you have plenty of options – but it also means that you may have to spend several minutes before locating the desired Tone.

One way of doing that is by looking at the list on p. 61 and then entering the number via the BANK/NUMBER pad. Another, more intuitive, approach is this:

(1) Press the [TONE] button. The TONE icon now appears in the display.

(2) Press the [EZ SEARCH] button (indicator lights).

The display now shows the number and name of the currently selected Tone.

(3) Look at the TONE list in the upper left part of the front panel to select a Tone bank (there are 16 banks), then press the [A/B] and a number button [1]~[8] to select that bank.

أصوات

TONE A	TONE B
1 PIANO / عود	1 REED
2 CHR PERC / قانون	2 PIPE
3 ORGAN / أكورديون	3 SYN LEAD
4 GUITAR / جيتار	4 SYN PAD
5 BASS / ناي / كولة	5 SYN SFX
6 ORCHESTRA / ربابة	6 ETHNIC
7 ENSEMBLE / وتريات	7 PERCUSSIVE
8 BRASS / مزمار	8 SFX

Example: if you need an Organ sound, select A and then press [3]. To be able to select solo synthesizer sound, press [A/B] to select group b, the press [3].

(4) Use the [TEMPO/DATA] dial to select the desired Tone from that bank.
You can now only select Tones that belong to the bank (and group) you selected above. This is very convenient for trying out different alternatives.

Note: It is also possible to use several sounds at a time. See pages 19 and 30.

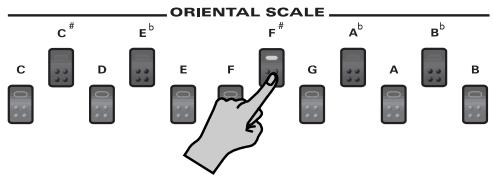
Note: EZ Search also provides access to Tones that cannot be selected via the BANK/NUMBER keypad. (The keypad allows you to select up from among 1616 Tones.) Those additional Tones cannot be selected via SysEx.

5. Using oriental tunings

Your EM-55 OR allows you to change the tuning of the keys, which then applies to all notes of the same name. Here's an example: If you press the ORIENTAL SCALE [Bb] button (indicator lights), that note's tuning is lowered by a quarter tone (–50 cents). This setting applies to all B-flat keys on the keyboard.

Tuning individual notes a quarter tone down

(1) Press an ORIENTAL SCALE button to tune the corresponding notes a quarter tone down (the button's indicator must light).



(2) If you also want to tune down other notes, press the corresponding button(s). If you pressed the wrong button (indicator lights), press it again so that its indicator goes dark again. The pitch of the corresponding notes returns to normal.

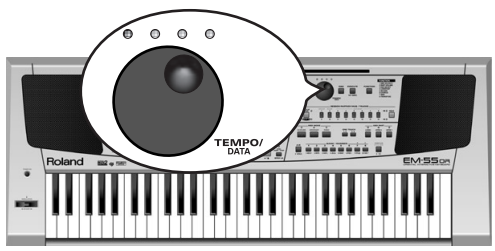
Using other tuning values

Pressing an ORIENTAL SCALE button toggles between the western tuning of the corresponding notes and a setting that is a quarter tone below western tuning (–50 cents).

However, you can also select other tuning values.

(1) Press and hold the ORIENTAL SCALE button of the note whose tuning you wish to change until the display reads `Scale`, followed by the note name.
You can also select this page and parameter via the Function menu. See page 48.

(2) Use the [TEMPO/DATA] dial to modify the tuning of the selected note.



Setting range: –64~63 cents.

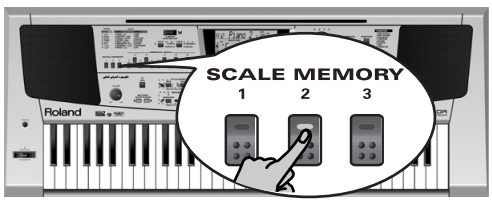
Note: To return to the default value ("–50"), press and hold [EXECUTE].

Saving and loading your tunings (Scale Memory)

After setting the desired tunings, you can save them to one of the three Scale Memories and recall them whenever you need them. Here's what you need to do:

(1) Tune the notes to your liking (see above).

(2) Press and hold the SCALE MEMORY button (1~3) that corresponds to the memory where you wish to save your tuning settings.

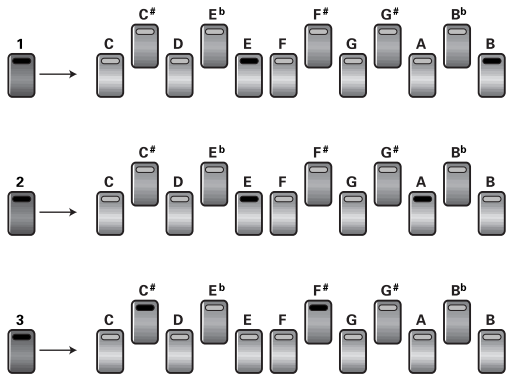


(3) Wait until all three SCALE MEMORY indicators briefly light, and release the button you pressed.

If necessary, you can select another, SCALE MEMORY by briefly pressing the SCALE MEMORY button assigned to the settings you wish to use.

To return to the western tuning, press the SCALE MEMORY button in question again so that its indicator goes dark, and/or switch off all ORIENTAL SCALE buttons whose indicators light. In the second case, the SCALE MEMORY indicator of the last memory you selected starts flashing to sig-

nal that the current ORIENTAL SCALE settings no longer correspond to the ones contained in the currently selected memory.



Note: When shipped, the EM-55 OR already contains frequently used Scale Memory settings (see above).

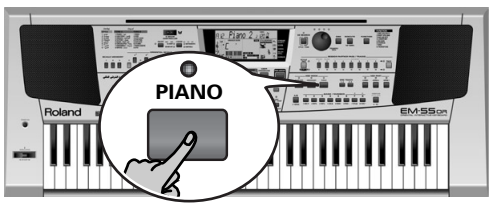
Note: The Oriental Scale settings are never written to a User Program. Do not forget to save them to a Scale Memory before switching off the EM-55 OR.

Note: See also "Scl Mode" (p. 48) for deciding which sections should be affected by the Scale Tune settings..

6. Playing one sound (Piano)

Here is how to play one sound via the entire keyboard. This mode is automatically selected when you switch on the EM-55 OR. As it was mainly meant to use the EM-55 OR like a digital piano, this mode is called "PIANO".

(1) Press the [PIANO] button (its indicator lights).

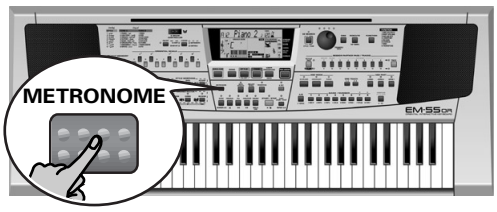


(2) See "Selecting sounds for the right hand" (p. 15) for selecting a different sound.
At first, only the [UPPER 1] indicator lights, which means that the part of the same name is active. "Parts" are "containers" that you can assign Tones to, and play.

Using the metronome

You can switch on the metronome when practising a new song.

(1) Press the [METRONOME] button.



The icon appears in the display and you hear the metronome sound.

(2) Press and hold [METRONOME] to select the Metro TS function.

(3) Use the [TEMPO/DATA] dial (notice the "VALUE" message in the display) to set another time signature.
The possibilities are: 1/4, 2/4, 3/4, 4/4, 5/4, 6/4, 6/8, 9/8.

(4) Press [SONG], [STYLE], [TONE], or [USER PROGRAM] to leave this function.

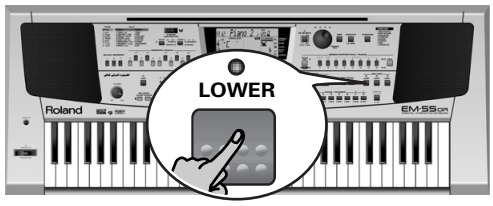
Playing a different sound with the left hand (Split)

Here is how to split the keyboard without using the Arranger. This allows you to play separate sounds with your left and right hands:

- One sound in the right half (**Upper**).
- One sound in the left half (**Lower**). You can also add an automatic bass line (**M.Bass**). See p. 45.

(1) Press the KBD MODE [ARRANGER] button to activate the Arranger mode.
This is necessary to split the keyboard. You must not press [START/STOP], however. Otherwise, the Arranger will start playing.

(2) Press the [LOWER] button.



Its indicator lights (as does the indicator of the [UPPER 1] button). You can now play one part with your left hand ("Lower"), and another with your right ("Upper 1").

To assign a different Tone to the Lower part, you need to press and hold [LOWER] (its indicator starts flashing). Then use the same procedure as for the Upper 1 part (see "Selecting sounds for the right hand" on page 15).

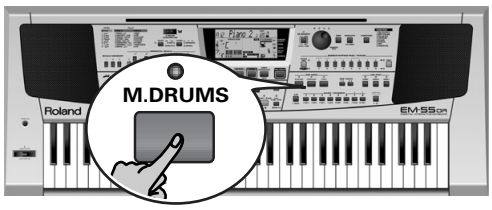
Note: If necessary, you can select a different split point. See "ArrSplit (Arranger Split)" (p. 45).

Note: You can also press the [START/STOP] button to add a rhythm accompaniment to your playing. This is based on the currently selected Music Style. See p. 14 for how to select a different one, and p. 23 for muting all Arranger parts except the drums.

7. Drumming on the keyboard

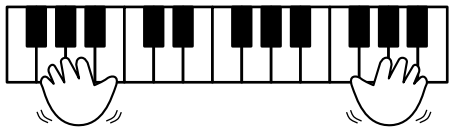
Here is how to assign drum and percussion sounds to the entire keyboard.

(1) Press the [M.DRUMS] button.



Its indicator lights. Play a few notes on the keyboard. This time, every key is assigned to a different sound.

With the left-most key, you can play a bass drum sound (also called "kick"). The white key next to it triggers a snare drum sound, etc. Try it out by pressing several keys, either in succession or simultaneously.



Selecting other Drum Sets

The sounds used in M.Drums mode ("M.Drums" is short for Manual Drums) are not produced by Tones but rather by a **Drum Set**. Drum Sets are collections of over 90 sounds, each assigned to a different key. The EM-55 OR provides 4 oriental and 116 western Drum Sets.

BANK/NUMBER
34 E-40 MODIFIED
35 ORIENTAL PERC. 1
36 ORIENTAL PERC. 2
37 ORIENTAL 3

BANK/NUMBER
11 STANDARD 1
12 STANDARD 2
13 STANDARD L/R
14 V-Pop1
15 V-R&B
16 V-Fiesta
21 ROOM
22 HIP HOP
23 JUNGLE
24 TECHNO
25 ROOM L/R
26 HOUSE
31 POWER
32 V-Rock1
33 V-Rock2
41 ELECTRONIC
42 TR-808
43 DANCE
44 CR-78
45 TR-606
46 TR-707
47 TR-909
51 JAZZ
52 JAZZ L/R
61 BRUSH
62 BRUSH 2
63 BRUSH 2 L/R
64 V-JazzBrush
71 ORCHESTRA
72 ETHNIC
73 KICK & SNARE
74 KICK&SNARE 2
75 ASIA
76 CYMBAL&CLAP
77 GAMELAN 1
78 GAMELAN 2
81 SFX
82 RHYTHM FX
83 RHYTHM FX 2
84 RHYTHM FX 3
85 SFX 2
87 CYM&CLAPS 2
88 V-VoxDrum
128 CM-64/32L

EZ SEARCH
11 STANDARD 1
12 STANDARD 2
13 STANDARD 3
21 ROOM
22 Hip-Hop
23 JUNGLE
24 TECHNO
31 POWER
41 ELECTRONIC
42 TR-808
43 DANCE
44 CR-78
45 TR-606
46 TR-707
47 TR-909
51 JAZZ
61 BRUSH
71 ORCHESTRA
72 ETHNIC
73 KICK & SNARE
74 KICK&SNARE 2
75 ASIA
76 CYMBAL&CLAP
81 SFX
82 RHYTHM FX
83 RHYTHM FX 2
128 CM-64/32L

11 STANDARD 1
12 STANDARD 2
21 ROOM
31 POWER
41 ELECTRONIC
42 TR-808/909
43 DANCE
51 JAZZ
61 BRUSH
71 ORCHESTRA
72 ETHNIC
73 KICK&SNARE
74 Oriental
81 SFX
82 RHYTHM FX
128 CM-64/32L
11 STANDARD1
21 ROOM
31 POWER
41 ELECTRONIC
42 TR-808
51 JAZZ
61 BRUSH
71 ORCHESTRA
81 SFX
88 CM-64 / 32L

CC32= 122 (General MIDI 2)
1 GM2 STANDARD
9 GM2 ROOM
17 GM2 POWER
25 GM2 ELECTRIC
26 GM2 ANALOG
33 GM2 JAZZ
41 GM2 BRUSH
49 GM2 ORCHESTRA
57 GM2 SFX

CC32= 119 (XG)
1 standard kit
2 standrd kit2
9 room kit
17 rock kit
25 electro kit
26 analog kit
33 jazz kit
41 brush kit
49 classic kit
121 SFX 1 kit
122 SFX 2 kit

To select them, proceed as though you were calling up a Tone:

(1) Press a number button [1]~[8] to select a Bank.

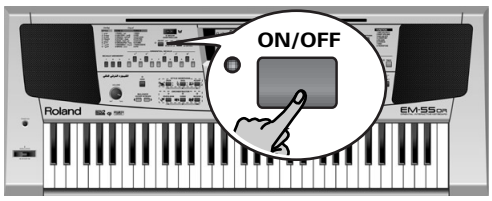
(2) Press a number [1]~[8] button to select the desired Drum Set.
Use the EZ Search function to have access to all Drum Sets except the ones preceded by "CC32=" (those Drum Sets can only be selected via MIDI).

Note: You can also press the [START/STOP] button to add a rhythm accompaniment to your playing. This is based on the currently selected Music Style. See p. 14 for how to select a different one.

8. Using the D Beam Controller

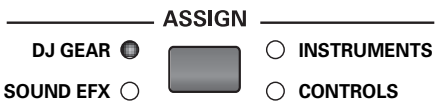
The D Beam Controller allows you to control various aspects of your performance, or to add something to the music, by moving your hand, head, etc., in the air. You only need to make sure that you do so over the two "eyes" and within a 40cm (±16") range. Your movements are translated into musical expression.

(1) Press the D BEAM CONTROLLER [ON/OFF] button (indicator must light).



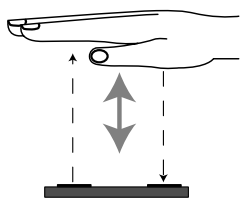
Let's first try out the DJ GEAR functions.

(2) Press the [ASSIGN] button (next to the [ON/OFF] button) until the DJ GEAR indicator lights.



(3) Start the Arranger by pressing the [START/STOP] button.

(4) Move your hand towards and away from the D Beam's "eyes".



What you hear now is the "VinylRPM" effect. Now let's do some scratching...

(5) Press and hold the [ASSIGN] button until the display shows the VinylRPM message.

(6) Use the [TEMPO/DATA] dial to select Scratch.

(7) Again move your hand towards and away from the D Beam.

Now you should hear a scratch sound.

Try out the SOUND EFX (sound effects), INSTRUMENTS (play notes using a given sound) and CONTROLS (change Arranger playback).

Note: See p. 36 for details about the D Beam Controller.

9. Recording your music

Your EM-55 OR contains a 16-track Recorder you can use for recording your own songs. Feel free to use the Arranger to add an accompaniment to the melodies you record.

Here, you will learn how to record your melody and the Arranger accompaniment.

(1) Press the [ARRANGER] button.
The indicator lights. You can now use your left hand for transposing the Arranger's key in realtime.

(2) Press the [STYLE] button.

(3) Select a Music Style.
See also page 14.

(4) Press the [START/STOP] button.

(5) Use the [TEMPO/DATA] dial to set desired tempo.

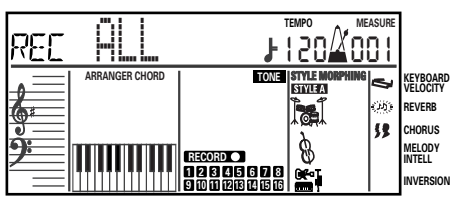
(6) Press [START/STOP] again to stop Arranger playback.

(7) Assign the desired Tone to the right half of the keyboard.
Press [TONE], and use the [A/B] and [1]~[8] buttons (or the EZ Search function). See also page 15.

Note: If necessary, you can also use the [VARIATION] button to select a Tone Variation. See p. 30 for details.

(8) Press the [● REC] button.

The display should look as follows (if it doesn't, use the [TEMPO/DATA] dial to select ALL):



(The RECORD ● and 1~16 icons flash.) You are now in ALL mode, which means that everything you and the EM-55 OR's Arranger play will be recorded.

Note: This will erase the song that currently resides in the EM-55 OR's internal memory. You may want to save the current Song to floppy disk first (see p. 54).

(9) Start recording in one of the following ways:

- Press the [START/STOP] button to start Arranger playback with the selected Division.
  Note: If you start recording without the Arranger and want to bring it in at a later stage, it would be a good idea to switch on the metronome by pressing the [METRONOME] button.
- Activate the SYNC START function and press one or several keys to the left of the Split point.
  Note: It is also possible to record in PIANO, and M.DRUMS modes (after pressing the buttons of the same name). In that case, you should use the metronome. The song's time signature can be set with the **MetroTS** function. See page 19.

(10) Stop recording in one of the following ways:

- Press [START/STOP].

- Press the [ENDING] button to start the Ending phrase. As soon as it ends, recording stops.

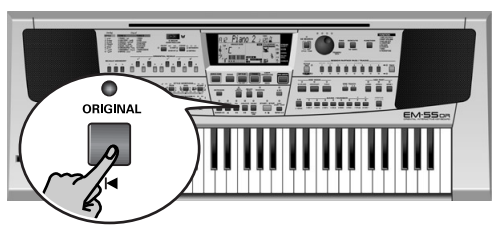
Listening to your song

(1) Press the [SONG] button.

(2) Press [START/STOP] to start playback.

(3) Press [START/STOP] once again to stop playback.

(4) Press [ORIGINAL |◄] to return to the beginning of the song.



10. Additional Music Style functions

Apart from the basic Music Style functions covered on page 13 and following, your EM-55 OR also provides the following functions.

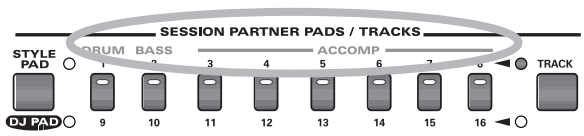
The following are only available after pressing the [ARRANGER] button (its indicator must light).

Session Partner functions

The EM-55 OR's SESSION PARTNER section can also be used for "playing" with the Arranger parts, or adding a ninth accompaniment phrase to the Arranger's 8-part accompaniment. Let's have a look at these two functions:

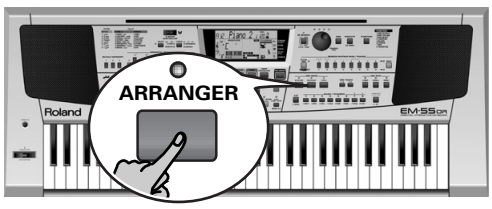
Muting Arranger parts (Track)

The EM-55 OR's Music Styles comprise eight accompaniment parts: Drums, Bass, and Accomp 1~6. If you take a close look at the SESSION PARTNER section, you will see that these names appear above the numeric buttons [1]~[8]:



The ACCOMP parts contain melodic accompaniments (piano riffs, sax parts, guitar chords, etc.). If you like, you can mute these Arranger parts during playback – and save these settings to a User Program (see p. 49). Here's how you do that:

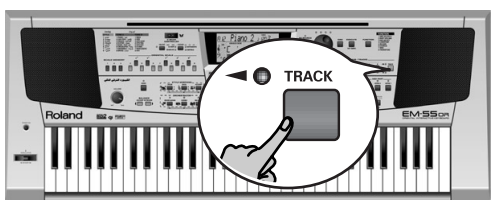
(1) Press the KBD MODE [ARRANGER] button (its indicator lights).



(2) Select the desired Music Style (see p. 14).

(3) Press [START/STOP] to start Arranger playback.

(4) Press the [TRACK] button (the upper indicator lights).



Now take a look at the SESSION PARTNER [1/9]~[8/16] buttons. Some of them light, while others don't. There may be two reasons why a [1/9]~[8/16] indicator does not light:

- either because the corresponding Arranger track is switched off (something you did by pressing the button in question, or by selecting another Orchestrator level, see p. 27)...
- or because the corresponding track contains no data.

  Not all eight Arranger tracks are indeed used by all Music Styles or Music Style divisions (Intro, Variation, etc.).

(5) Use the SESSION PARTNER [1/9]~[8/16] buttons to switch the desired Arranger parts on/off.

Note: Once you start muting or switching on existing Arranger parts, the EM-55 OR leaves the currently selected Orchestrator level. Your realtime changes always have priority.

Note: The on/off status of the Arranger parts does not change if you select another Music Style while Arranger playback is running. If, however, you select another Music Style after stopping Arranger playback, all (existing) Arranger parts will be switched on again.

Note: You can also change the volume of certain Arranger parts. See "AccDrums, AccBass, Accomp: volume" (p. 45).

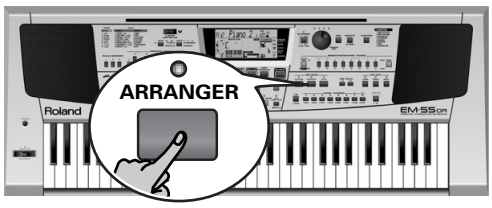
Adding yet another Arranger part (Style Pad)

The SESSION PARTNER buttons can also be used for the "STYLE PAD" function. That allows you to add a part to Arranger playback, which is not part of the Music Style itself (either in ROM or on floppy).

Like the DJ PAD function (see p. 9), the STYLE PAD function provides eight different phrases you can access via the SESSION PARTNER buttons [1/9]~[8/16]. (And there are also sets, see below). And like for the DJ PAD function, the key of the phrases depends on the chords you play in the left half of the keyboard.

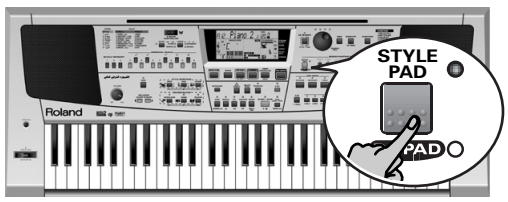
Here, however, you can only use one phrase at a time.

(1) Press the KBD MODE [ARRANGER] button (its indicator lights).



(2) Select the desired Music Style (see p. 14).
This also determines which phrase set is selected automatically. See below for details.

(3) Press the [STYLE PAD/DJ PAD] button. The STYLE PAD indicator must light.



(4) Press [START/STOP] to start Arranger playback.

(5) Use the SESSION PARTNER [1/9]~[8/16] buttons for starting playback of the desired additional Arranger phrase.
Press it again to switch off Style Pad playback. Press another [1/9]~[8/16] button to start the phrase assigned to that button. The previously selected phrase will be switched off (if it is still running).

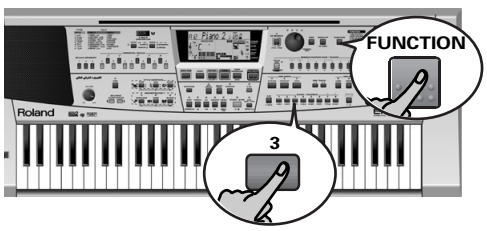
The Style Pad function is also available while Arranger playback is stopped. And even in that case, its key (pitch) changes as you play different chords in the left half of the keyboard.

Note: Do not press the [TRACK] button, because that would switch off the STYLE PAD function (and instead activate the mute on/off function, see above).

Selecting another phrase set

As stated earlier, selecting an internal Music Style automatically specifies the **set** *of eight phrases you can start/stop via the SESSION PARTNER [1]~[8] buttons. You can, however, override this automatic selection:*

(1) Press and hold the [FUNCTION] button, while pressing the BANK/NUMBER [3] button.



This selects the "PAD SELECT" function (indicated as "PAD" in the upper left corner of the display).

(2) Use the [TEMPO/DATA] dial to select one of the following sets:

01 Baladi	04 Khaligi	07 Pop 1	10 Swing
02 Maksoum	05 Rock	08 Pop 2	11 Latin
03 Saidi	06 Dance	09 Rock'N	12 Waltz

One Touch

The One Touch function automates quite a few tasks:

- The Arranger selects the preset Style tempo.
- Suitable Reverb and Chorus settings.
- The EM-55 OR selects Tones for the Upper 1 and Upper 2 parts that are is suitable for the selected Style.

Note: The M-FX settings (see p. 31) are not covered by the One Touch function.

There are **4 One Touch memories** per Style with different settings for the above parameters. Here is how to select one:

(1) Select the desired Music Style (see p. 14).

(2) Press the ONE TOUCH [1–2] or [3–4] button.

The number field in the upper left corner reads "OT", followed by the number of the selected One Touch memory.

(3) Press the same ONE TOUCH button again if you need "OT2" (1–2) or "OT4" (3–4). One Touch needs to be activated again every time you select a new Music Style.

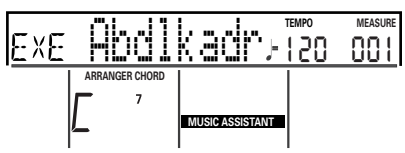
Note: One Touch is also available for the Disk Link Styles (see also page 15), but it is less meaningful.

Using the EM-55 OR's Music Assistant

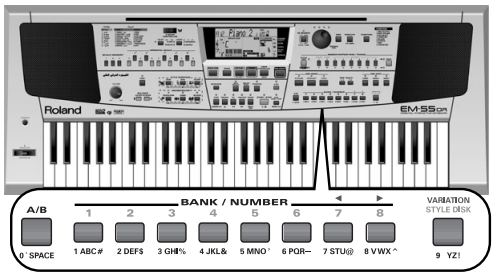
Another practical function for quickly making the right settings for a song you want to play is to take advantage of the EM-55 OR's novel MUSIC ASSISTANT function. It prepares everything for you (Style, Tones, effects, etc.).

(1) Press the [MUSIC ASSISTANT] button.

The following icon appears in the display, while the message line displays the name of the first Music Assistant registration:



(2) Use the BANK/NUMBER [1]~[8] buttons to specify the initial character where the list should start.



Example: if you want to load the registrations for a song called "Thriller", press [7] button three times (to select the first song that starts with a "T"). If necessary, you can can now continue your search among the "Ts" using the [TEMPO/DATA] dial.

In fact, [TEMPO/DATA] allows you to scroll through all Music Assistant settings.

(3) Press [EXECUTE] to confirm you selection. Your EM-55 OR is ready to rock...

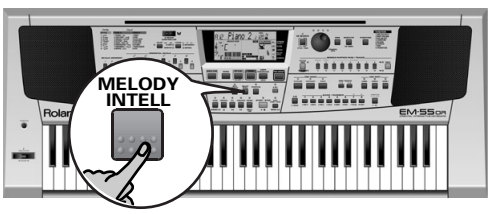
Note: If necessary, you can now change certain settings (e.g. select another Tone for Upper 1) and then save your version to a User Program (see p. 49).

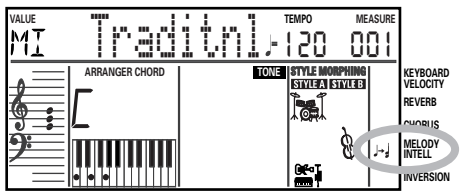
Melody Intelligence

The Melody Intelligence function adds a second voice (harmony notes) to the melodies you play with your right hand. In fact, MELODY INTELL uses both halves of the keyboard to determine which notes to play:

- It looks at the melody notes in the right half; and...
- It analyzes the chords you play in the left half to see which notes it must add to your melody.

Press the [MELODY INTELL] button so that the corresponding icon (see right illustration) appears in the display.





Changing the MELODY INTELL harmony type

The EM-55 OR contains 18 different voicings (harmony types) for the MELODY INTELL function. These voicings specify the number of harmony notes and the way in which they are added to your melody.

To select a different harmony type, press an hold the [MELODY INTELL] button until the "MI" message appears in the upper left corner of the display. Then use the [TEMPO/DATA] dial to select the desired voicing. The available types are:

1 Duet	4 Strings	7 BigBand	10 Broadway	13 Latin	16 WltzOrg
2 Organ	5 Choir	8 Country	11 Gospel	14 CntrGuit	17 OctvTpe1
3 Combo	6 Block	9 Traditnl	12 Romance	15 CntrBald	18 OctvTpe2

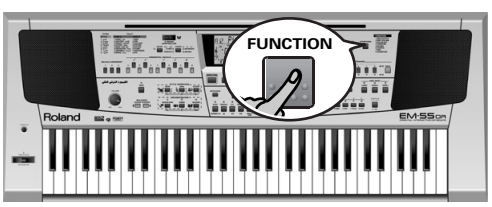
Bass Inversion (Bass Inv)

Use this function to change the way in which the Arranger reads the chords you play.

If the hand icon is not displayed, the A.Bass part plays the root of the chords that feed the Arranger. If you play a C (or C chord), the bass sounds a C; if you play an A minor chord (or if you press A and the C to its right), the bass sounds an A, etc.

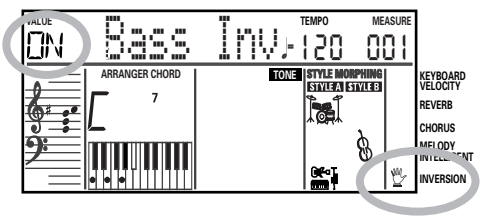
By activating Bass Inversion, you can specify the note played by the A. Bass part (the lowest note of your chords). Switch on Bass Inversion for songs that rely on bass rather than on chord patterns (for example C – C/B – C/Bb, etc.).

(1) Press and hold the [FUNCTION] button.



(2) Keep holding the [FUNCTION] button while pressing BANK/NUMBER [4] to select "Inversion".

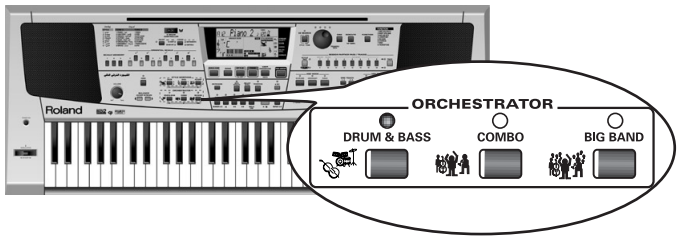
(3) Use the [TEMPO/DATA] dial to select "On".



The INVERSION icon appears to signal that the Bass Inversion function is switched on.

Orchestrator

The Orchestrator function allows you to vary the accompaniment patterns played by the Arranger. You can leave out parts, thin out the drum part, or even use a totally different accompaniment – in realtime (i.e. while you are playing).



(1) Select the Music Style you wish to use for playing.
See page 14.

(2) Press one of the following buttons to select the desired level of musical "complexity" (its indicator lights):

Drum & Bass	The simplest accompaniment that only contains the drum and bass lines.
Combo	Accompaniment pattern with only a few instruments (i.e. a band).
Big Band	Accompaniment pattern with a lush arrangement (several melodic instrument lines).

Note: Immediately after switching on the EM-55 OR, the Orchestrator selects the "BIG BAND" level.

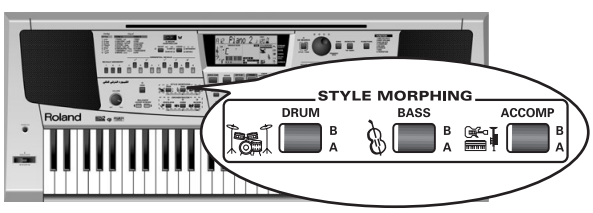
Note: The effect of these three levels also depends on whether the [VARIATION] or [ORIGINAL] button was pressed. In effect, the combination of the [ORIGINAL]/[VARIATION] and [DRUM & BASS]/[COMBO]/BIG BAND] buttons provides 12 accompaniment patterns per Music Style.

The last selection you make can be saved to a User Program. See p. 49.

Style Morphing

*Style Morphing allows you to use one or several accompaniment parts of one Music Style and the others of a second Music Style. Each time you select a Music Style, the EM-55 OR automatically prepares a second Style in the background. The Style you select is called "***STYLE A***" (this is indicated by the* STYLE A *icon in the upper right corner of the display). The "covert" Style is called "***STYLE B***".*

The link between "A" and "B" Styles is preset. This allows the EM-55 OR to automate the selection process and to prepare a suitable "B" Style. Feel free, however, to assign another Music Style to "B" if you want to explore new morphing combinations (see below).



There are three part groups per Style (A or B) that can be morphed:

DRUMS: The drums and percussion.
BASS: The bass line.
ACCOMP: Other melodic accompaniments (piano, guitar, strings, etc.).

The icons in the display keep you posted about the Style (A or B) whose drum, bass, and/or accompaniment lines are used.

(1) Press the [DRUM A/B] button once to select the drum part of the "other" Style (A or B).
Press it again to return to the previous drum part.

(2) Press the [BASS A/B] button once to select the bass part of the "other" Style (A or B).
Press it again to return to the previous bass part.

(3) Press the [ACCOMP A/B] button once to select the melodic parts of the "other" Style (A or B).

Selecting another "B" Style

As stated earlier, the "B" Style is prepared automatically whenever you select an "A" Style, so that the Style Morphing function is ready whenever you are.

If you do not agree with this preset selection (or want to experiment with other Styles), **hold down** the **[STYLE]** button and select the desired "B" Style using the **[A/B]** button and **[1]~[8]** keypad (the Disk Link memories are also available). This selection will also be written to a User Program.

Note: You can also select the STYLE DISK Style by pressing [VARIATION/STYLE DISK]. See below for details about the STYLE DISK function.

Note: The **Intro** and **Ending** patterns of **Style A** will be used in their original state for all Style Morphing combinations except the one where all parts are played by Style B (i.e. when no icon is displayed in the Style A column).

Note: You can also morph between Styles that use different time signatures.

Note: When you select a new Music Style with the numeric keypad, the Style Morphing function is reset to the "Style A only" status. The Style Morphing setting can, however, be written to a User Program. See p. 49.

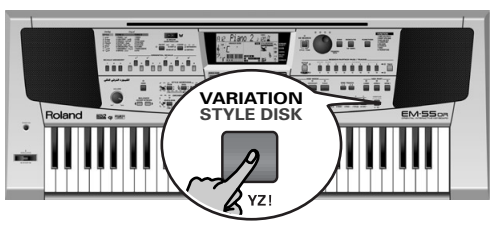
Working with Styles on floppy disk

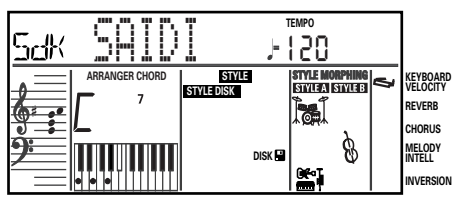
Style Disk

The EM-55 OR provides a special temporary memory that allows you to use one Music Style on a floppy disk as if it were an internal Style. The function in question is called **STYLE DISK**.

A Music Style you select via this function is not stored internally. It will be replaced when you select another Music Style on disk, or erased when you switch off the EM-55 OR.

Note: See also page 3 for details about how to handle floppy disks.





Working with Styles on disk requires that you purchase a floppy disk containing Music Styles or that you use the floppy disks supplied with the EM-55 OR. See your Roland dealer for details about the available floppy disks (MSA, MSD, or MSE series).

(1) Insert a floppy disk with compatible Music Styles into the EM-55 OR's disk drive.

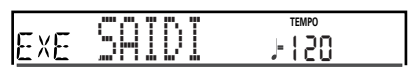
(2) Press the [STYLE] button (the STYLE icon appears).

(3) Press the [VARIATION/STYLE DISK] button. The STYLE DISK icon appears in the display, while you will also see the "Sdk" message and the name of the Music Style name that is currently in the EM-55 OR's RAM memory.

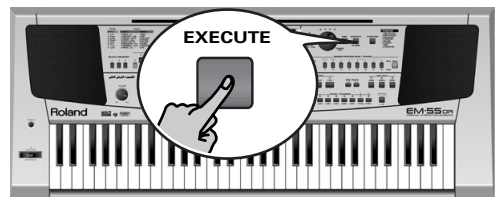
(4) Press [VARIATION/STYLE DISK] again.

If the display now shows the message "Err – No Disk", you need to insert a floppy disk. If the drive contains a floppy disk with readable Music Styles, the name of the first Style on disk will be displayed.

(5) Use the [TEMPO/DATA] dial to select the desired Music Style on the floppy disk. You can also press [STYLE DISK] to scroll through the Music Styles on disk.



(6) Press [EXECUTE] in response to the flashing "EXE" message that appears after a brief interval to load the selected Music Style.



Press [VARIATION/STYLE DISK] if you want to select another Music Style on disk and load that one.

Note: If the Style on disk does not fit into the EM-55 OR's RAM memory, the "Err – Too Big!" error message is displayed, and the Style will not be loaded.

(7) Press [START/STOP] to start playback of the style on disk.

Note: The selection of the Style Disk memory will be written to a User Program (see p. 49). This, however refers to the memory address rather than its contents. Next time you recall such a User Program, the EM-55 OR will therefore use the last Style you loaded after switching it on. If you haven't yet loaded a User Style, the EM-55 OR selects a ROM Style.

Note: You can also assign the Music Style in the Style Disk memory to a Disk Link memory (see below).

Assigning other Music Styles to the Disk Link memories

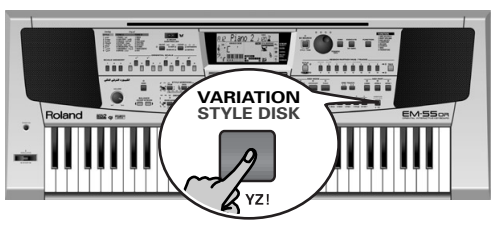
The EM-55 OR provides 64 memories (8 banks x 8 numbers) that refer to Music Styles on the supplied or any other floppy disk. The Disk Link memories can be accessed via group ♭ (press [A/B] and then enter the bank and number using the [1]~[8] buttons).

Though these memories behave exactly like the memories of group A (that provides access to the internal Music Styles), the Disk Link memories only "work" if the disk in question has been inserted into the drive. Thanks to the EM-55 OR's powerful software, loading a Disk Link Style is as swift as working with internal Styles. To assign a Music Style on floppy disk to a Disk Link memory, proceed as follows:

(1) Start by loading the desired style using the STYLE DISK function.
See above. If the EM-55 OR's RAM memory already contains the desired Style, you just need to press [VARIATION/STYLE DISK].

In any case, you need to insert a floppy disk into the drive.

(2) Press and hold the [VARIATION/STYLE DISK] button.



The message line of the display should now look as follows:

As you see, group ♭ is already selected. All you need to do now is...

(3) Use the numeric keypad to select the desired Music Style bank (1~8).

(4) Use the numeric keypad to select a Music Style memory of that bank (x1~x8).
As soon as you specify the number, the display indicates Complete.

Whenever you select that memory ("B32", for example), the EM-55 OR will load the assigned Style from the floppy disk into its STYLE DISK memory.

Note: If you forgot to insert the floppy disk (either while assigning or using the Disk Link memories), an error message will be displayed.

Note: If you change the name of a Style file on floppy disk (on your PC, for example), the Disk Link function no longer finds that Style.

More Music Style functions

Here are yet other functions related to Music Styles. These can be set via the FUNCTION menu, or are covered elsewhere:

- Balance between the Keyboard parts and the Music Style parts (see p. 33)
- Volume of certain Music Style parts (see p. 45)
- Arranger split point (see p. 45)
- Hold function for the Arranger notes (see p. 45).

11. More Keyboard part functions

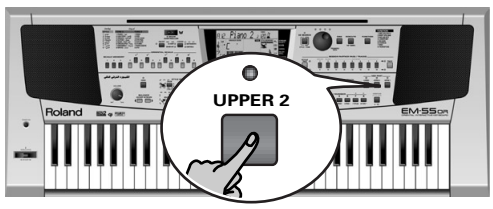
Using the Upper 2 part

The EM-55 OR's Upper 1 part is assigned to the right half of the keyboard (in ARRANGER mode) or to the entire keyboard (PIANO mode).

In all modes except M.DRUMS, you can add a second part (Upper 2) to Upper 1 by pressing the [UPPER 2] button. This allows you to play two sounds simultaneously (piano and strings, for example). It is also possible to switch off Upper 1 and only work with Upper 2. This allows for quick question-and-answer switches.

(1) Select the desired KBD MODE (ARRANGER or PIANO).

(2) Press the [UPPER 2] button (indicator must light) to switch on the Upper 2 part.



(3) **To use both Upper 1 and Upper 2, switch on both [UPPER 1] and [UPPER 2].**
You can also add the Lower part if you like, so as to play three sounds simultaneously. If the KBD MODE [ARRANGER] indicator lights, however, the Lower part can be played via the left half, while Upper 1 and Upper 2 can be played via the right half.

(4) **To select another Tone for Upper 2, press and hold the [UPPER 2] button until its indicator starts flashing, then use the [A/B], [1]~[8] and possibly also the [VARIATION/STYLE DISK] button.**
See p. 15 for selecting Tones and below for selecting Variations

Selecting Tone Variations

Tone Variations are alternatives for the Tones you can select with the numeric keypad. The PIANO bank, for instance, contains a grand piano, an upright piano, an electric piano, etc. These are the Tones. If you also want to specify the kind of grand piano (mellow, bright, stereo/mono), you need to turn to the Variations (i.e. "Tone subcategories").

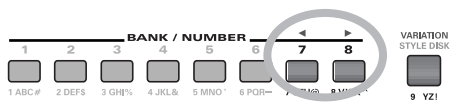
Variations are indicated by means of a smaller number in the upper left corner of the display (see the illustration).

(1) Press the [TONE] button.

(2) Select the desired Tone with [A/B] and [1]~[8] (see p. 15).

(3) **Press the [VARIATION/STYLE DISK] button to step through the available Variations.**
See the Tone list on page 61. The number of Variations depends on the Tone you select. Whenever the Variation entry in the address field is empty, the "main" Tone (called Capital) is selected.

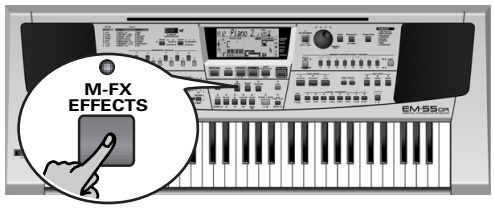
You can also select Variations by holding down [VARIATION/STYLE DISK] while you press [7] (◄) or [8] (►):



Using the multi-effects processor (M-FX)

Your EM-55 OR contains a multi-effects processor that can be assigned to the Keyboard parts (Upper 1/2, Lower). You can select one type and decide which Keyboard part(s) should use the effect. The M-FX can be used simultaneously with the Reverb and Chorus effects.

(1) Press the [M-FX EFFECTS] button.



Its indicator lights, and the Upper 1 part is now processed by the effect type currently assigned to the M-FX processor ("EH►Delay").

(2) Press the [UPPER 1] button (indicator must light).

(3) Play a few notes in the right half of the keyboard, and switch the [M-FX EFFECTS] button on/off to hear the difference.

Note: A Keyboard part that uses the M-FX cannot be processed by the Reverb or Chorus effect. But as you will see on p. 46, the M-FX also contains Reverb and Chorus algorithms (either in isolation or in combination with other effects).

Selecting another M-FX type

The effect that is assigned to the M-FX by default is a wonderful effect for organ and other sounds.

For a guitar sound, however, working with distortion can be more effective. In fact, the EM-55 OR provides 47 different M-FX types (see the list on p. 46), some of which are combinations of two effects for added flexibility. Here is how to select another M-FX type:

(1) Press and hold the [M-FX EFFECTS] button until the message line in the upper left-hand corner reads "M-FX":

(2) Use the [TEMPO/DATA] dial to select another M-FX type.

(3) Again play a few notes and listen to what it sounds like.

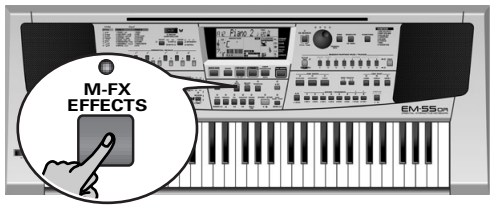
Note: M-FX type selection can also be linked to Tone selection for the Upper 1 part. See "Tone MFX" (p. 47).

Assigning the M-FX to other Keyboard parts

As stated above, the M-FX can be assigned not only to the Upper 1 part (default) but also to the Upper 2 and Lower parts. Doing so is easy (though you could also use the FUNCTION menu):

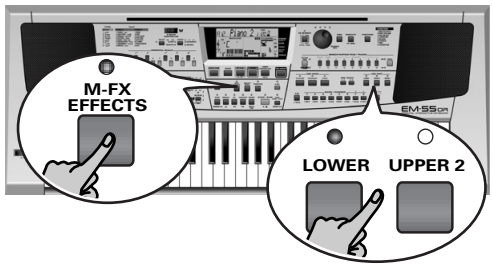
(1) Switch on the M-FX (see above).

(2) Press and hold the [M-FX EFFECTS] button.



The [UPPER 1] indicator starts flashing (signalling that the M-FX is currently active for the Upper 1 part).

(3) While still holding [M-FX EFFECTS], press [LOWER] and/or [UPPER 2].



The indicator(s) of the PART SELECT button you press start flashing as well, while the message line of the display shows:

(This message means that the Lower part was assigned to the M-FX.) To switch off the M-FX assignment, repeat the above procedure (the indicator goes dark again), or simply turn the [TEMPO/DATA] towards the left.

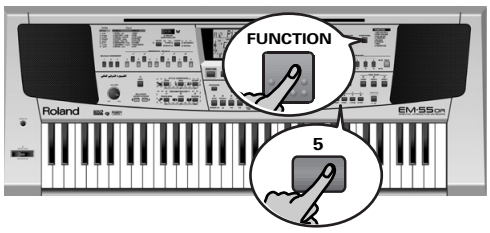
(4) Press [SONG], [STYLE], [TONES], [USER PROGRAM], or [MUSIC ASSISTANT] to leave this page.

Reverb and Chorus

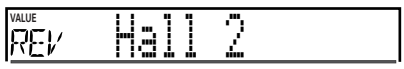
The EM-55 OR also provides digital Reverb and Chorus effects. The main thing you probably want to do with these effects is switch them on/off and select other types. Via the FUNCTION menu, you can also set the Send level (the amount of Reverb or Chorus) to be applied to the various parts. See p. 47. Please bear in mind that these effects cannot be combined with the M-FX for the Keyboard parts.

Reverb

(1) Press and hold the [FUNCTION] button, while pressing the BANK/NUMBER [5] button.



This selects the "REV" function:



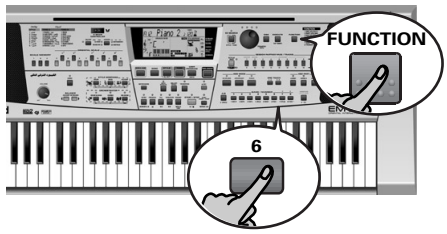
(2) Use the [TEMPO/DATA] dial to select one of the available types (see right). Select "**OFF**" if you do not need the Reverb effect.

(3) Press [SONG], [STYLE], [TONES], [USER PROGRAM], or [MUSIC ASSISTANT] to leave this page.

Type	Explanation
Room 1~3	These types simulate the Reverb characteristics of a room. The higher the number (1, 2, or 3), the "bigger" the room becomes.
Hall 1, 2	These types simulate the Reverb of a small (1) or large (2) concert hall and thus sound far "bigger" than the Room types above.
Plate	Digital simulation of a metal plate that is sometimes used for creating Reverb effects. Works well for percussive sounds.
Delay	A Delay effect (no Reverb). Works a lot like an echo effect and thus repeats the sounds.
Pan Delay	This is a stereo version of the preceding Delay effect. It creates repetitions that alternate between the left and right channels.

Chorus

(1) Press and hold the [FUNCTION] button, while pressing the BANK/NUMBER [6] button.



This selects the "CHR" function:

(2) Use the [TEMPO/DATA] dial to select one of the available types. Select "**OFF**" if you do not need the Chorus effect.

Off	Chorus 3	Flanger
Chorus 1	Chorus 4	S-Delay
Chorus 2	FB Chorus	SDelayFb

We could try to describe them, but you will get a better idea by selecting one after the other. Flanger or FB Chorus can be interesting for guitar Tones.

Again, there are two echo effects: Short Delay ("S-Delay") and Short Delay with Feedback ("SDelayFB"). They are, however, much shorter than those available for the Reverb effect processor.

(3) Press [SONG], [STYLE], [TONES], [USER PROGRAM], or [MUSIC ASSISTANT] to leave this page.

Note: The Chorus Send Level of the Upper 1/2 and Lower parts is set to "0", which means that these parts are not automatically processed by the Chorus effect. See the Chr UP1, UP2, and LWR parameters on p. 47 and following for how to set them.

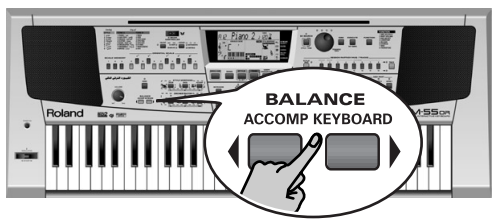
Balance

The BALANCE [◄ACCOMP] and [KEYBOARD►] buttons allow you to change the volume balance between the Arranger (or Song) parts and the Keyboard parts (the ones you can play yourself).

(1) Press BALANCE [◄ACCOMP] if the Arranger (or Song parts) are too soft.

(2) Press BALANCE [KEYBOARD►] if you think your solo playing should be louder. Not all Keyboard parts are available at all times.

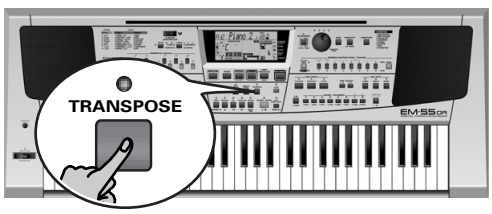
Note: See p. 45 for setting the volume of individual parts.

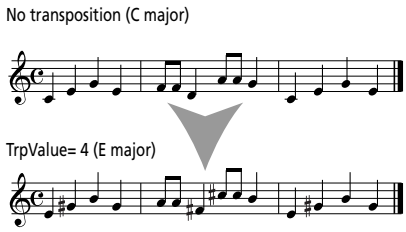


Transpose

The Transpose function changes the pitch of the notes and chords you play. Instead of figuring out what other keys you need to press to accommodate the singer or an instrumentalist, you can set the required Transpose value and go on playing the song the way you practised it while sounding in a different key. See the example below.

(1) Press the [TRANSPOSE] button (indicator lights).





The default transposition interval is "1" (one semitone up).

To change the interval:

(1) Press and hold the [TRANSPOSE] button until the "TrpValue" message appears in the display.

(2) Use the [TEMPO/DATA] dial to select the desired transposition interval (–12~12 semitones).
Here's an example: if you want to hear a "D" every time you play a "C", select "2". All other notes will be shifted by the same amount so that you end up sounding in D major when you actually play in C major, etc.

(3) Release the [TRANSPOSE] button.

(4) Press the [TRANSPOSE] button again to switch off the Transpose function (if it is still on).
The [TRANSPOSE] indicator goes dark.

Note: There is also a function that allows you to specify which section(s) the Transpose function should apply to. See "Trp Mode" (p. 44).

Other Keyboard part functions

Here are yet other functions related to the Keyboard parts. These can be set via the FUNCTION menu, or are covered elsewhere:

- Keyboard velocity (see p. 35)
- Octave transposition of the Upper 1, Upper 2, and Lower parts (see p. 45)
- Master Tune (see p. 44)
- Volume of the Keyboard parts (see p. 45)
- Intelligence function for the Lower part (see p. 46)
- Hold function for the Lower part (see p. 46).

12. Performance functions

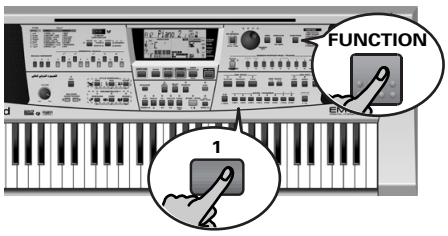
Keyboard Velocity

The EM-55 OR is velocity sensitive, which means that the volume and brightness of the Upper 1/2 and Lower notes depend on the force/speed with which you strike the keys.

All acoustic instruments (piano, violin, flute, drums, etc.) are velocity sensitive. The harder you play, the louder and brighter the resulting notes will be, which creates a perfectly natural effect. (That explains why the KEYBOARD VELOCITY function is on every time you power on the EM-55 OR.)

If the EM-55 OR is your first musical instrument ever, you may feel distracted by the volume and timbre variations of the notes you play in the Upper section.

(1) Press and hold the [FUNCTION] button, while pressing the BANK/NUMBER [1] button.



This selects the "KbdVelo" function:

(2) Use the [TEMPO/DATA] dial to select one of the available options:
Off: The EM-55 OR does not respond to changes in playing dynamics. All notes you play will have the same volume and timbre (tone colour).

Low: Choose this setting if only significant differences in playing dynamics should produce noticeable changes.

Med: This setting corresponds to standard velocity sensitivity, i.e. the most natural response.

Hig: Choose this setting for maximum expression. Though you will have to hit the keys harder than usual to play loud and bright notes, this setting allows for precise control of the volume/timbre (even though it may require some training).

(3) Press [SONG], [STYLE], [TONES], [USER PROGRAM], or [MUSIC ASSISTANT] to leave this page.

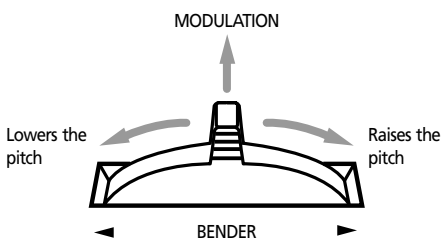
Note: Quite a few Tones use "velocity switching". This means that your striking force sometimes selects a different sound. So only switch off this parameter if doing so makes you feel more comfortable.

Note: Keyboard Velocity applies to all parts you can play yourself (the "Keyboard parts"): Upper 1/2, Lower, M.Bass (page 45), and M.Drums (page 20).

Pitch Bend and Modulation

The BENDER/MODULATION lever to the left of the EM-55 OR's keyboard can be used to add two kinds of effects to the Keyboard part notes. You can even use these effects simultaneously if you like.

(1) Press the lever towards the rear of the EM-55 OR to add a vibrato effect ("wobble") to the notes you are playing.



The Modulation axis can also be used for switching between the slow and fast Rotary speeds (if the "Rotary" effect is assigned to the M-FX).

(2) Turn the lever to the left to temporarily lower the pitch of the notes you are playing. Turn it to the right to raise the pitch of your notes.

(3) In either case, you can release the lever if you no longer need the effect.

Note: If desired, you can change the Pitch Bend interval. See "PB Range (Pitch Bend Range)" (p. 45).

Footswitch/Expression

The EM-55 OR's FOOTSWITCH/EXPR socket (rear panel) allows you to connect optional DP-2, DP-6, or BOSS FS-5U footswitch, or an EV-5 expression pedal.

Footswitch

An optional footswitch can be used for sustaining the notes you are playing (default), as Soft or Sostenuto pedal, to switch the Rotary effect speed (M-FX), and more. See "FSW (Footswitch Assign)" (p. 47).

Expression

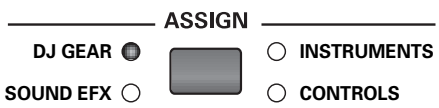
Instead of connecting a footswitch to the FOOTSWITCH/EXPR socket, you can also use an expression pedal. That would allow you to control the EM-55 OR's volume by foot.

Note: Please note that you cannot connect both a footswitch and an expression pedal.

D Beam functions

The D Beam Controller is no doubt the most exciting and spectacular performance function of your EM-55 OR. You can use it to modify various aspects of your Oriental Interactive Keyboard. Let's have a look at how to do that.

The D Beam Controller has two sensors that detect motion (such as your hand or body movements) in front of it. These "sensed" positions are translated into MIDI messages that can be assigned to a variety of parameters.



(1) Press the D BEAM CONTROLLER [ON/OFF] button (indicator must light).

(2) Use the [ASSIGN] button to select the function the D Beam Controller should perform.
There are 4 groups (DJ GEAR, SOUND EFX, INSTRUMENTS, and CONTROLS). This means that you may have to press the [ASSIGN] button several times in order to select the desired function.

To assign another function to the D Beam Controller:

(3) Hold down [ASSIGN] until the currently assigned D Beam function appears in the message line of the display.

(4) Use the [TEMPO/DATA] dial to select the desired function (see below).
The assignments of all four groups (DJ GEAR, SOUND FX, INSTRUMENT, CONTROLS) will be saved to a User Program, so that you can also alternate between these groups while playing – and still use your favorite settings.

(5) Press [SONG], [STYLE], [TONES], [USER PROGRAM], or [MUSIC ASSISTANT] to leave this page.

DJ GEAR

Vinyl RPM: allows you to simulate the sound you hear when manually turning a vinyl record to locate (cue) the position where you wish to start playback.

Cutting: this is very powerful filter effect that allows you to suppress the high frequencies in a rhythmic way (like a DJ does sometimes).

TT Motor: simulates the effect you hear when you suddenly stop a turntable: the playback speed decreases, while the pitch drops and the sound becomes muffled.

Scratch: the D Beam Controller can be used for adding scratch noises. You know what that is, don't you...?

Tape RWD: allows you add the sound you hear when you rewind a cassette tape without stopping playback (the music plays backwards and at a high speed).

SOUND EFX

Here, you can select various "noises" to be added to your music simply by moving your hand over the D Beam. We will not try to describe them: just try them out!

Chimes, Boeeen, Buble, Pour Btle, Fng Snaps, Voice One, Voice Aou, Explsion, Gun Shot, Engine, Applause, Laughing, Train Hrn, Bird, Dog, Seashore, Rain.

INSTRUMENTS

In this case, the D Beam will play musical notes. The pitch and chords of those patterns depend on the notes you play in the left half of the keyboard (in Arranger mode).

Harp, Marimba, Mandolin, Guitar 1, Guitar 2, JazzScat, Bell, BassDrum, LoFi Rave, Sweep, Beep.

CONTROLS

All options marked with a "°" apply to the currently active Keyboard parts.

Start: Depending on the current condition of the Arranger (running or stopped), one move inside the D Beam's range stops (or starts) it. A second movement will start (or stop) it again.

Fade Out: By moving your hand over the D Beam's eyes, you start a fade-out (the CONTROLS indicator flashes, which means that the volume of all EM-55 OR parts gradually decreases). As soon as it reaches "0", Arranger playback will stop. After a few seconds, the volume then returns to normal. (If you like, you can stop the fade-out after triggering it by pressing [ON/OFF].)

Fill: Here, the D Beam performs two functions that depend on the currently selected Division (Original or Variation). The first time the D Beam senses your hand (or other limb), it activates the Fill-In TO VARIATION function. Upon completion of that Fill, the Arranger switches to the Variation pattern. The second time, the Fill-In TO ORIGINAL is activated.

Drum Off: This setting allows you to switch the Arranger's drum part on and off using the D Beam Controller. There are also combined on/off options (see below).

Bass Off: This setting allows you to switch the Arranger's bass part on and off using the D Beam Controller.

Acc Off: This setting allows you to switch the Accompaniment parts (ACC1~6) on and off using the D Beam Controller.

Bs&Dr Off: This setting allows you to use the D Beam for switching the Arranger drum and bass on and off.

Acc&Bs Off: This setting allows you to use the D Beam for switching on and off the bass and ACC1~6 parts.

Acc&Dr Off: This setting allows you to use the D Beam for switching on and off the Arranger drum and ACC1~6 parts.

Tempo Up/Down: Select one of these options if you want to increase (Up) or decrease (Down) the current Arranger or Song tempo. By moving your hand outside the D Beam's range, you return to the previous tempo value.

Modulation°: Select this function if you want the D Beam to duplicate the modulation function of the Bender/Modulation lever.

PBend Up°: By moving your hand over the D Beam, you can generate a value between "64" (no Pitch Bend) and "127" (maximum upward bend). As soon as you move your hand outside the D Beam's reach (higher than ±40cm above the "eyes" or further to the left or right), the value returns to "64" (no Pitch Bend). The extent to which a Keyboard part can be controlled depends on the PB Range setting (see p. 45).

PBend Dw°: By moving your hand over the D Beam, you can generate a value between "64" (no Pitch Bend) and "0" (maximum downward bend). As soon as you move your hand outside the D Beam's reach, the value returns to "64" (no Pitch Bend). The extent to which a Keyboard part can be controlled depends on the PB Range setting (see p. 45).

Filter Up°: (Only for Upper1 and/or 2) By moving your hand over the D Beam, you can vary the brightness of the Upper1 and/or 2 part. This allows you to create some nifty filter effects that are particularly useful for Dance/Techno music. When you move your hand outside the D Beam's range, the sound returns to its normal value.

Filter Dw°: (Only for Upper1 or 2) By moving your hand over the D Beam, you can vary the brightness of the Upper1 and/or 2 part. This is the opposite of the above: you can make the sounds mellower.

Arpg Oct 1/2/3: By moving your hand over the D Beam, you cause the Lower part to play arpeggios (broken chords) based on the notes you play in the left half of the keyboard (in Arranger mode). Depending on the setting you select here, the notes of the chord recognition area will be arpeggiated over 1, 2, or 3 octaves.

Note: Do not forget to assign a suitable Tone to the Lower part.

Chord Oct 1/2/3: By positioning your hand inside the D Beam's range, you cause the Lower part to sound the notes of the chords you play in the left half of the keyboard. You could use this function to add syncopated brass or guitar "hits" to your melody. The velocity value used for playing these notes is "100". The number (1, 2, or 3) bears on the octave of this "added chord": 1= A♭3~G4, 2= A♭4~G5, and 3= A♭5~G6. Move your hand outside the D Beam's range to stop the Lower part from sounding the chord.

Note: This function is only available while the Arranger is active.

13. Recorder functions

The EM-55 OR comes with a 16-track Recorder that can be used in several ways. On p. 22 we showed you the most straightforward way of using the Recorder. Here, you will get to know nuts and bolts.

About the recording modes

Modes

The EM-55 OR provides two modes for recording new music, and two for adding parts or correcting passages of existing music:

Recording a new song:	
ALL	In this mode, you can record everything you and the EM-55 OR can play simultaneously: • Arranger (accompaniment), • Keyboard parts (Upper 1/2, Lower, M.Bass – or M.Drums) • Style Pad performance (DJ PAD performance is also possible, but then the Arranger will not be available) • D Beam performance.
Keyboard	In this mode, you can record using the Keyboard parts • Upper 1/2, Lower, M.Bass – or M.Drums.
Adding parts to an existing song	
Single	In this mode you can record onto one track at a time. The track can be freely selected (unlike for the preceding modes).
Punch I/O	This mode allows you to re-record a short section of an otherwise perfect part.

Note: Every time you select the ALL or KEYBOARD mode, anything you may have recorded previously will be erased.

What are tracks?

The term "track" is used only for your convenience. We borrowed it from tape recorders that allow for recording several musical parts by the same person (one part after the other).

In the case of the EM-55 OR, the term is only used to indicate that we are dealing with separate musical parts. Here indeed (like with computer-based sequencers) what really counts are the MIDI channels.

Why are we telling you this? Just to suggest that you could also use external MIDI controllers (drum pads, etc.) for recording certain parts – you do not need to use the EM-55 OR's keyboard all the time (and you could also transmit certain parts from a computer). The MIDI channels correspond to the track numbers.

Recorder memory

The EM-55 OR provides one Song memory, which means that it can contain one Song. After completing a Song, you must save it to floppy disk (see p. 54).

To keep you from accidentally erasing the Song in the EM-55 OR's internal memory, the EM-55 OR automatically selects SINGLE mode after your first recording. Bear in mind that **selecting ALL or KEYBOARD will erase** the Song currently in the EM-55 OR's memory. Do not select ALL or KEYBOARD for adding parts to an existing Song – use SINGLE or PUNCH I/O instead.

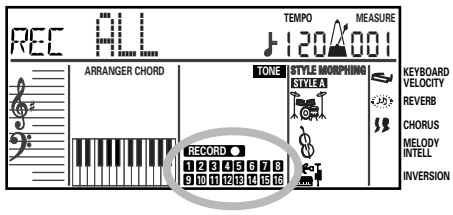
Conversely, it is impossible to select SINGLE or PUNCH I/O if the Song memory doesn't yet contain data.

And finally: playing back a Standard MIDI File erases the Song in the EM-55 OR's memory. In return, the SMF data will be available (and can be supplemented with your own renditions in SINGLE or PUNCH I/O mode).

More about ALL mode

In addition to what you learned on p. 22, here are a few considerations:

After pressing [● REC], the 16 track and RECORD● icons start flashing, signalling that all 16 tracks are available for recording.



Here is what the tracks correspond to:

1 Accomp 1	9 Accomp 6
2 Arranger bass	10 Arranger drums
3 Accomp 2	11 ►Lower
4 ►Upper 1	12 ►M. Bass
5 Accomp 3	13 Style Pads (see p. 24)
6 ►Upper 2	14 D Beam part (see p. 36)
7 Accomp 4	15 Melody Intell (see p. 26)
8 Accomp 5	16 ►M. Drum

For your convenience, the Keyboard parts are flagged with a "►" symbol in the above graphic.

Parts you do not hear during recording will not be recorded. This applies to the Keyboard parts (Upper 1, 2, Lower, M. Bass, M. Drums), and to the Arranger parts (see p. 23), but also to the D Beam and the Style pads. The track icons 1 ~ 16 thus do not show you what will be recorded, but rather what can be recorded.

Note: If you activate the DJ PAD function (see p. 9), the Arranger is not available.

Note: If you select the M.DRUMS mode, Upper 1, 2, Lower and M.Bass are not available, while the Arranger can only play the Arranger drum part.

Note: See p. 45 for how to switch on the M.Bass part.

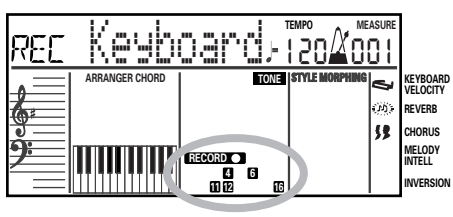
KEYBOARD recording mode

In KEYBOARD mode, you can only record the Keyboard parts. The Arranger is not available. Essentially, this mode allows you to record either one layered part using up to four sounds (Upper 1, 2, Lower, M.Bass), or two parts (Lower & M. Bass to the left, Upper 1 & 2 to the right). If you select the M.Drums mode, you can only record a drum part.

Note: Selecting KEYBOARD mode means that the Song data in the EM-55 OR's memory will be overwritten by your new recording.

(1) Press the [● REC] button.

(2) Use the [TEMPO/DATA] dial to make the display look as follows:



The indicated track icons flash to signal that those are the tracks you can record to.

(3) To create a split between Lower (and possibly M. Bass) for your left hand, and Upper 1 and 2 for your right hand, press the KBD MODE [ARRANGER] button.
The Arranger is not available as such, but pressing this button creates a split.

(4) Activate the metronome (if necessary), and set the desired tempo with the [EXECUTE/TAP TEMPO] button.
You can also record without metronome if you like.

Note: The M.Bass part can be added to the Lower part. You must switch it on via the FUNCTION menu (see p. 44).

Note: In M.DRUMS mode, only the Keyboard part of the same name is available.

SINGLE recording mode

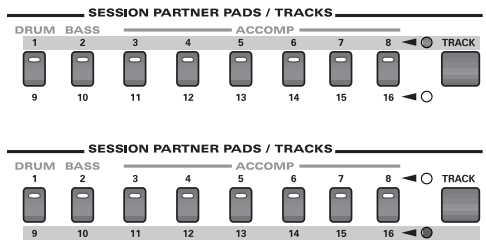
This mode is only available if the EM-55 OR's Song memory already contains data. When you press [● REC], the RECORD ● icon and icon of the first empty track flash. This means you could record a new part straight away. (If all tracks already contain data, Track 1 will be selected.)

You can, however, also substitute an already recorded part with a new version.

(1) Press the [● REC] button.

(2) Use the [TEMPO/DATA] dial to select "SINGLE".

(3) Use the SESSION PARTNER PADS/TRACKS buttons [1/9]~[8/16] to select the track you wish to record to:


SESSION PARTNER PADS / TRACKS
DRUM BASS
ACCOMP
1 2 3 4 5 6 7 8
TRACK
9 10 11 12 13 14 15 16
SESSION PARTNER PADS / TRACKS
DRUM BASS
ACCOMP
1 2 3 4 5 6 7 8
TRACK
9 10 11 12 13 14 15 16

As you will notice, there are "only" 8 track buttons in the SESSION PARTNER section. Use the [TRACK] button to the right to select either track group 1~8 (upper row) or 9~16 (lower row).

You can only select one track (hence the name "SINGLE") at a time. If you select a track that already contains data, your new version will overwrite the existing one.

(4) If necessary, assign the desired Tone to the part you are about to record (see p. 15).

If you select track 10, you can select Drum Sets rather than Tones. Track 10 is reserved for drum parts.

(5) Press [START/STOP] to start recording.

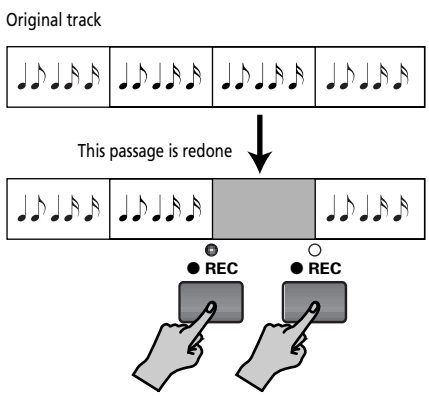
After a two-measure count-in (see p. 48), you will hear all parts that have already been recorded. Start playing (and recording) your new part.

(6) Press [START/STOP] to stop recording.

(7) Return to step (3) to record additional parts.

Punch I/O

In this mode, you can re-record part of a track (the second chorus, for example). The important aspect of this mode is that newly recorded material does not erase the material before or after the passage you redo:

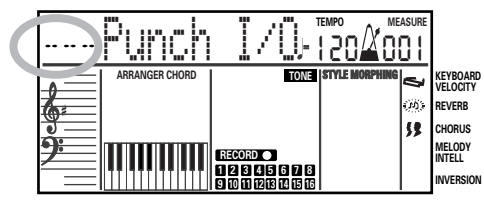


By contrast, in SINGLE mode, the entire track you record is replaced by your new material. (So if you don't play anything during recording, the entire track will be empty afterwards.)

Like the SINGLE mode, PUNCH I/O can only be selected if the EM-55 OR's memory already contains Song data

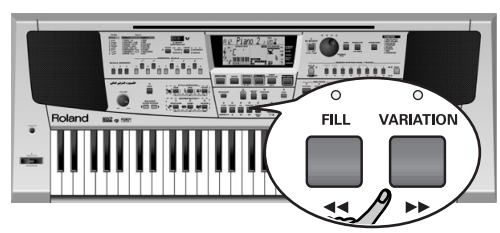
(1) Press the [● REC] button.

(2) Use the [TEMPO/DATA] dial to select "PUNCH I/O".



(3) Use the [TRACK] and SESSION PARTNER [1/9]~[8/16] buttons to select the track you want to record to.

(4) Use the [◄◄] or [►►] button to jump to a measure that lies a little ahead of the place where recording is to be started.

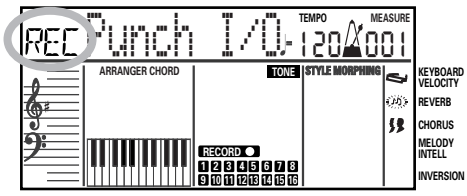


You thus do not have to start the Song from the beginning if that is too time-consuming. If you want to start recording in measure 25, for example, you could select measure 23.

(5) Press [START/STOP] to start playback of the (old) Song data.

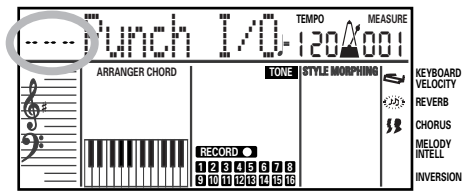
The [● REC] indicator, the RECORD ● icon and the icon of the selected track flash.

(6) When the Recorder reaches the measure where you wish to start recording, press [● REC] again.



(7) Play the passage you want to redo.

(8) Press [● REC] again to deactivate recording.



Song playback still continues, so...

(9) Press [START/STOP] to stop playback.

(10) Press [◄◄] to return to the measure where you started recording, and press [START/STOP] to listen to the new version.
If you are not satisfied, return to step (4).
Return to step (3) to correct another track.

Using a footswitch for punching in/out

You can also use an optional footswitch for starting and stopping recording. That has the advantage that you can use both hands for playing (or the left hand for D Beam/Pitch Bend/Modulation effects and the right for playing the melody.)

(1) Connect an optional DP-2, DP-6, or BOSS FS-5U footswitch to the FOOTSWITCH/EXPR socket on the EM-55 OR's rear panel.

(2) Press and hold [FUNCTION] while pressing BANK/NUMBER [3].
By doing so, you jump to the PAD function (see also p. 24).

(3) Press [FUNCTION] again and turn the [TEMPO/DATA] dial to the left to select the following function:

(Steps (2) and (3) are a short-cut for quickly selecting the desired function.)

(4) Wait until the VALUE message in the top left-hand corner starts flashing, then use the [TEMPO/DATA] dial to select Punch I/O.

(5) Press [● REC] to return to the recording function.

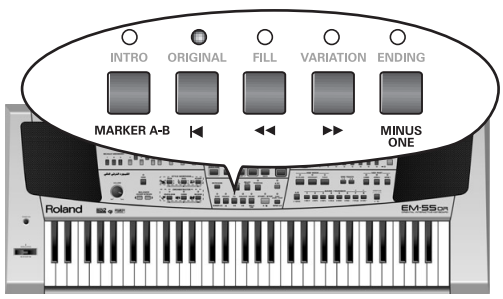
(6) Continue with step (2) under "Punch I/O".
In steps (6) and (8), press the footswitch (rather than the [● REC] button).

Playback functions

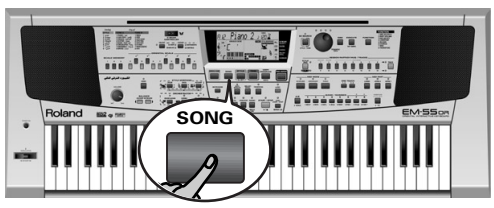
The [INTRO], [ORIGINAL], etc. buttons have two functions: one in Style mode (printed above the buttons), and another one in Song mode (printed below the buttons).

Selecting the Song mode

The Style/Song control buttons have two functions: they can be used for selecting Music Style patterns (when the [ARRANGER] indicator lights), or for Song navigation (when the [SONG] indicator lights).



To select the Song mode (and the Song control functions), you need to press the **[SONG]** button. Only then will the following functions be available.



Fast Forward, Rewind, and Reset

- To **fast forward** (jump to a measure later in the song), press [►►].
- To **rewind** (return to a measure that lies before the current position), press [◄◄]. The measure indication in the upper right corner of the display will help you locate the measure you need.
- Press [|◄] (Reset) to jump back to the **first measure** of the song. You need to stop playback before using the [|◄] button.

Note: In certain cases, [►►] and [◄◄] may not be available. This is only the case for very large songs, however.

Loop playback (Repeat)

Another clever feature of the EM-55 OR's Recorder is that you can program playback loops. You can do so during playback or while the Recorder is stopped.

(1) Press [MARKER A–B] where you want the loop to begin (the button's indicator flashes).

(2) Fast forward to the measure where you want the loop to end and press [MARKER A–B] again (the indicator lights).

You can also program loops on the fly. Remember, however, that the Recorder always memorizes the beginning (downbeat) of the next measure.

(3) To play back the loop you have just programmed, first press [SYNC START] and then [START/STOP].
At the end of the B measure, the Recorder immediately jumps back to the beginning of measure A.

Note: In certain cases, the Marker function may not be available. This only happens with very large songs, however.

Live performance with song backing (Minus One)

Your EM-55 OR allows you to mute the solo part of the song you are playing back. This is called Minus One playback (because one part of the original song will not be played back).

(1) Press the [SONG] button.
You can now select a Song on disk, if you like (see p. 43).

(2) Press the [MINUS ONE] button.

(3) Press [|◄] and [►/■] to start playback.

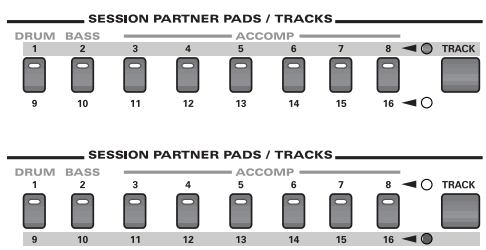
(4) You will now hear all parts except the melody, which can be played using the Upper 1 part.

Note: An even more powerful function is available via the SESSION PAD buttons. It allows you to mute several tracks (Minus One only mutes the melody).

Muting tracks using the SESSION PARTNER buttons

If you like, you can also mute other Song parts, which is similar to the Minus One function:

Press the [1/9]~[8/16] buttons of tracks you do not want to hear (the corresponding indicators go dark).



Buttons assigned to tracks that contain data light. As you will notice, there are "only" 8 track buttons in the SESSION PARTNER section. Use the [TRACK] button to the right to select either track group 1~8 (upper row) or 9~16 (lower row).

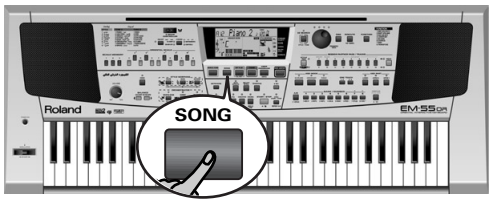
Playing back Standard MIDI Files

The EM-55 OR allows you to play back commercially available music data files (called Standard MIDI Files) or your own songs you saved to disk.

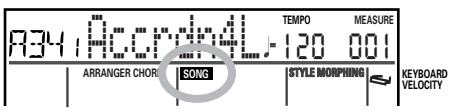
In fact, when you save a song to disk, it is saved as Standard MIDI Format 1 file and can also be played back using any other SMF compatible sequencer (or software).

(1) Insert a floppy disk with Song/Standard MIDI File data into the drive.

(2) Press the [SONG] button to switch to the Song mode.



This is necessary because, otherwise, pressing the [START/STOP] button will start Arranger playback.



(3) Press [SONG] again to display the name of the first Standard MIDI File on disk.
What is actually displayed depends on whether you have inserted a disk and whether it contains Standard MIDI Files. See below for what the various messages mean.

Message	Meaning
Empty	The Song memory does not contain data (you have neither recorded a song nor played back a song on disk).
No Disk	You forgot to insert a disk into the drive.
No Files	The disk you inserted into the drive does not contain Standard MIDI Files.
IntSong	You selected the Song you recorded yourself (nternal memory).

(4) Use the [TEMPO/DATA] dial to select the Standard MIDI file you want to listen to.
Note: Please bear in mind that starting playback of the selected song on disk will erase your own song. Be sure to save it to disk before proceeding (see p. 54).

(5) Press [START/STOP] to load the first data chunk and start playback.
You can also wait for the flashing "EXE" message and press [EXECUTE]. You then need to start playback by pressing [START/STOP].

Press this button once again to stop playback. See also "Fast Forward, Rewind, and Reset" (p. 42) and "Loop playback (Repeat)" (p. 42) for other functions you can use during playback.

If one of the following error messages appears, either select another Standard MIDI File or insert another disk:

Message	Meaning
NoFormat	The inserted floppy disk has not been formatted for the EM-55 OR.
File Err	The selected file cannot be read.
Over 18T	The Standard MIDI File contains more tracks than the EM-55 OR can handle.

Changing the song tempo

You can change the song tempo with the [TEMPO/DATA] dial. Doing so, however, means that the tempo will still change if the song you are playing back contains tempo change messages. Furthermore, every time you jump back to the beginning of the song using [|◀], the programmed song tempo will be set.

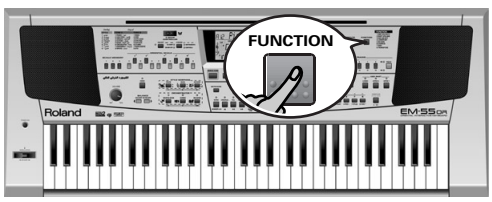
14. Function menu

The EM-55 OR's Function mode contains more advanced settings you may not need every day. They allow you to fine-tune your instrument's response. It would therefore be a good idea to familiarize yourself with these parameters. All settings (except Mstr Tune, Bs Chord, Local and Resume) can be written to a User Program (see p. 49).

Editing parameters (general procedure)

You can edit the EM-55 OR's FUNCTION parameters via the display. Here is a general outline to be used for all parameters discussed below:

(1) Press [FUNCTION].



The name of the last function you selected appears in the display.

(2) Use [FUNCTION] or the [TEMPO/DATA] dial to select the parameter you wish to edit (see below).

(3) Wait until the VALUE message starts flashing.
The "VALUE" message above the parameter value means you can change ("edit") the value of the selected parameter.

(4) Use the [TEMPO/DATA] dial to modify the value of the selected parameter.
Note: To return to the default value of the currently selected parameter, press and hold [EXECUTE].

(5) Press [FUNCTION] again and use the [TEMPO/DATA] dial to select another Function parameter.

(6) To leave the Function mode, press [SONG], [TONE], [STYLE], or [USER PROGRAM].

Shortcuts

The following functions can be selected directly by holding down [FUNCTION] and pressing the corresponding [1]~[8] button of the BANK/NUMBER keypad.

FUNCTION
1 KBD VELOCITY
2 PART VOLUME
3 PAD SELECT
4 LOWER INT
5 REVERB
6 CHORUS
7 MIDI
8 TRANSPOSE

General Function parameters

■ Kbd Velo

(**Off, Low, Med, Hig;** Default setting: Med) Use this parameter to set the EM-55 OR's velocity sensitivity. See p. 35.

Note: This parameter can also be selected by pressing [FUNCTION] + [1].

■ MstrTune (Master Tune)

(**427.4~452.6**, Default setting: 440.0) This parameter allows you to change the EM-55 OR's overall tuning, which may be necessary when you accompany a singer, an acoustic instrument, or when you play to a recording on CD or cassette.

■ TrpValue (Transpose interval)

(**–12~12**, Default setting: 1) Use this parameter to transpose the EM-55 OR in semitones. If you're not sure what transposition is, see p. 34. This parameter can also be selected by holding down the [TRANSPOSE] button.

Note: This parameter can also be selected by pressing [FUNCTION] + [8].

■ Trp Mode

(Default setting: Int+Song) This parameter allows you to specify which parts should be affected by the Transpose setting:

Int: The Keyboard and Arranger parts will be transposed. Notes received via MIDI, however, will be played without change.

Song: Only the Song parts will be transposed. This is only meaningful when you play back a Standard MIDI File or one of your own songs with the EM-55 OR's Recorder.

MIDI: Only the notes received via MIDI IN will be transposed.

Int+Sng, **Int+MIDI**, **Sng+MIDI**, **All**: These are combinations of the above. Int could be useful to transpose only the Keyboard parts so that you can play to a Recorder song in "your" key but sound in the song's key.

■ Metro TS (metronome time signature)

(**1/4~6/4, 6/8, 9/8**, Default setting: 4/4) This parameter allows you to set the metronome's time signature (number of beats per bar). Please bear in mind that this setting changes whenever you select a Music Style with a different time signature. See also p. 19 for how to use the metronome. This parameter can also be selected by holding down the [METRONOME] button.

■ **Metro Vol (metronome volume)**
(**0~127**, Default setting: 100) Use this parameter whenever you think the metronome is too loud/soft with respect to the music. The default value is usually an appropriate setting.

■ **UP1 Octv, UP2 Octv, LWR Octv (octave up/down)**
(**–4~0~4**, Default setting: 0) These three parameters allow you to shift the octave of the part in question (Upper1, Upper2, or Lower) up or down by up to four octaves. This can be useful for Techno/Dance songs where you need a piano sound that plays in two different octaves.
To achieve this, assign two different (or the same) piano sounds to Upper1 and Upper2, activate Upper 2 part (see p. 15), and set UP2 Octv to "–1" (or "1").

■ **MDrShift**
(**–4~0~4**, Default setting: 0). This parameter allows you to shift the EM-55 OR's keyboard in order to play drum/percussion sounds that are currently not accessible. Remember that there are only 61 keys, while some Drum Sets provide drum/percussion sounds for all 128 notes supported by the MIDI standard.

■ **PB Range (Pitch Bend Range)**
(**0~24**, Default setting: 2) This parameter allows you to set the interval that will be used when you push the BENDER/MODULATION lever fully to the left or to the right (Pitch Bend effect). You can set this parameter in semitone steps, with a maximum of 24 semitones (2 octaves), the default value being "2", which should be OK in most situations.
Note: Pitch Bend is only available for the Upper1, Upper2, Lower, and M.Drums parts. See also p. 35.

■ **Upper 1, Upper 2, Lower, Man Drums: volume**

(**0~127**, Default setting: 127 Upper 1/110 Upper 2/100 Lower, 127 Man Drums) These four parameters allow you to set the volume of the Upper 1, Upper 2, Lower, and Manual Drums (or M.Drums) parts respectively. Please note that the settings you make here will have no effect if you used BALANCE [◄ACCOMP] to set the maximum volume for the Arranger/Song parts.
Note: This parameter can also be selected by pressing [FUNCTION] + [2].

■ **ManBass: status and volume**
(**OFF, 0~127**, Default setting: OFF) Whenever the Lower part is active, this parameter allows you to set the volume of the M.Bass part. The M.Bass part sounds bass notes based on the chords you play. If the Lower part is active while the KBD MODE [ARRANGER] indicator lights, it can only be played in the left half of the keyboard.
If the Bass Inversion function (see p. 26) is off, the M.Bass part sounds the root notes (fundamentals) of the chords you play with your left hand (using the Lower part).

■ **AccDrums, AccBass, Accomp: volume**
(**0~127**, Default setting: 90 AccDrums, 90 AccBass, 127 Accomp) These three parameters allow you to set the volume of three Music Style sections: the drums, the bass and the Accomp parts (1~6). In fact, the parts correspond exactly to what can be selected using the STYLE MORPHING function (see p. 27). "0" is probably not a value you need to select here, because there is an easy way to switch off Arranger parts you do not need. See page 23.
Note: The "Accomp" parameter does not have the same function as the BALANCE [◄ ACCOMP] button. The button applies to all Arranger parts (thus also to the "AccDrums" and "AccBass" parameters).

■ **Style Pad: volume**
(**0~127**, Default setting: 110) This parameter allows you to set the volume of the ninth Arranger part you can trigger via the SESSION PARTNER [1/9]~[8/16] buttons. See p. 24.

■ **Arr Chord (Arranger Chord intelligence)**
(**On/Off**, Default setting: On) When switched on, EM-55 OR's Chord Intelligence function allows you to play major chords by pressing just one key, minor chords by pressing two keys, and more complex chords by pressing three keys.
If you are used to playing full chords, you can switch this function off.

■ **ArrSplit (Arranger Split)**
(**48~84**, Default setting: 60) Use this parameter to set the split point for the Arranger mode. The note you set here is the lowest note you can play with the Upper1/2 parts. The number refers to a note. "60" refers to the note "C4" (the one below the [MUSICAL GAME] button).
Note: This parameter also determines the split between the Lower (and possibly M.Bass) and the Upper 1/2 parts when the KBD MODE [ARRANGER] indicator lights.

■ **ArrMem (Arranger Chord Memory)**
(**On/Off**, Default setting: On) The Arranger Chord Memory function memorizes the chords you play with your left hand and keeps playing the corresponding notes until you play another chord.
If you switch off Arr Mem, the melodic Arranger parts (A.Bass, Accomp) stop playing as soon as you release the key(s) in the left half of the keyboard, leaving you only with the drum accompaniment.
For your convenience, this function is switched on every time you power on the EM-55 OR.

■ **Bs Chord (left-hand strings + bass)**
(**On/Off**, Default setting: On) The Bs Chord function activates a strings and monophonic bass sound whenever (a) the [ARRANGER] indicator lights and (b) the Arranger is stopped. This allows you to play chords (and a bass line) with your left hand in Arranger mode – without using the EM-55 OR's accompaniment function.
If you select "Off", however, the left half of the keyboard will be muted when conditions (a) and (b) are met and if the [LOWER] indicator does **not** light.

■ LWR Mem (Lower Chord Memory)
(**On/Off**, Default setting: Off) The Lower Chord Memory function memorizes the chords you play while the Lower part is on and holds the corresponding notes until you play another chord. If you need this Hold function for the Lower part, switch it on.

■ LWR Int (Lower Chord Intelligence)
(**On/Off**, Default setting: Off) When you activate the [LOWER] button, the EM-55 OR's Lower Chord Intelligence function allows you to play major chords by pressing just one key, minor chords by pressing two keys, and more complex chords by pressing three keys. This system thus follows Arranger control, which is why it would be a good idea to select "On" whenever you are using the Lower part while the KBD MODE [ARRANGER] indicator lights.

■ Bass Inv
(**On/Off**) Use this parameter to change the way in which the Arranger reads the chords you play. See p. 26.

Rev (Reverb Type)

(Default setting: Hall 2) Use this parameter to select the kind of Reverb that best suits your musical purposes. See p. 32.

Note: This parameter can also be selected by pressing [FUNCTION] + [6].

■ Chr (Chorus Type)
(Default setting: Chorus 3) This parameter allows you to specify the sound of the Chorus effect. See p. 33.

Note: This parameter can also be selected by pressing [FUNCTION] + [7].

■ MI (Melody Intelligence harmony type)
(Default setting: Traditnl) This parameter allows you to select the desired harmony type for the Melody Intell(igence) function.

Note: This parameter can also be selected by pressing and holding the [MELODY INTELL] button. See p. 26.

■ MFX (M-FX type)
(Default setting: EH►Delay) This parameter allows you to select the desired M-FX type. See p. 31 for details about the M-FX. Keyboard parts that use the M-FX are no longer processed by the Reverb and Chorus effects. Selecting "Thru" means that the M-FX is off. Also note that you will only hear the M-FX if the [M-FX EFFECTS] indicator lights.

Note: This parameter can also be selected by pressing and holding the [M-FX EFFECTS] button.

Note: M-FX type selection can also be linked to Tone selection for the Upper 1 part. See "Tone MFX" (p. 47).

Thru: The M-FX is off.

Enhancer: An Enhancer controls the overtone structure of the high frequencies, adding sparkle and tightness to the sound.

Overdrv1~4: Overdrive creates a soft distortion similar to that produced by tube amplifiers. Several types of overdrive are available: (1) Small combo amp, (2) Combo amp, (3) Large double-stack amp (2 cabinets), (4) Large double-stack amp (3 cabinets).

Distort1~4: This effect produces a more intense distortion than Overdrive. The numbers refer to different kinds of distortion.

Phaser: Adds a phase-shifted sound to the original sound, producing a twisting modulation that creates spaciousness and depth.

AutoWah: The Auto Wah cyclically controls a filter to create cyclic change in timbre.

Rotary: Simulates the sound of a classic rotary speaker. This effect is most suitable for electric organ.

StFlangr: This is a stereo Flanger. It produces a metallic resonance that rises and falls like a jet airplane taking off or landing.

SpFlangr: A Step Flanger is a Flanger effect with clearly noticeable steps rather than continuous pitch changes.

Compress: A compressor reduces signal peaks and boosts low levels, smoothing out unevenness in volume.

Limiter: A limiter prevents the volume from exceeding a certain level without boosting low levels.

HexaCho: Hexa Chorus uses six layers of chorused sound to give richness and spatial spread to the sound.

Trem Cho: Tremolo Chorus is a Chorus effect with added Tremolo (cyclic modulation of the volume).

StChorus: This is a stereo Chorus.

Space-D: A multiple Chorus that gives no impression of modulation, but produces a transparent Chorus effect (the perfect "stereo maker").

StDelay: Delay is an effect that allows you repeat the input signal, thus creating echoes (repetition).

Mod Delay: This effect adds modulation to the delayed sound, producing an effect similar to a Flanger.

3Tap Dly: The Triple Tap Delay produces three delay sounds; center, left and right.

4Tap Dly: Delay with four repetition lines.

TmCtrDly: This effect controls the delay time in realtime.

Reverb: A nice Reverb effect**.**

GteRevNr: Gate Reverb is a special type of Reverb in which the reverberant sound is suddenly cut off (and does not gradually decrease).

GteRevRv: A gated Reverb effect that sounds "backwards".

GteRevS1: The reverberant sound moves from right to left.

GteRevS2: The reverberant sound moves from left to right.

2PtchShf: A Pitch Shifter changes the pitch of the original sound. This 2-voice effect has two pitch shifters, and adds two transposed copies to the original sound.

FbPtchShf: Pitch Shifter with several echoes.

OD►Chors: This effect connects an Overdrive and a Chorus in series. ("Series" means that the first effect is also processed by the second.)
OD►Flger: This effect connects an Overdrive and a Flanger in series.
OD►Delay: This effect connects an Overdrive and a Delay in series.
DS►Chors: This effect connects distortion and a Chorus in series.
DS►Flger: This effect connects distortion and a Flanger in series.
DS►Delay: This effect connects distortion and a Delay in series.
EH►Chors: This effect connects an Enhancer and a Chorus in series.
EH►Flger: This effect connects an Enhancer and a Flanger in series.
EH►Delay: This effect connects an Enhancer and a Delay in series.
Cho►Dly: This effect connects a Chorus and a Delay in series.
FL►Delay: This effect connects a Flanger and a Delay in series.
Cho►Flgr: This effect connects a Chorus and a Flanger in series.
Cho/Dlay: This effect connects a Chorus and a Delay in parallel. ("Parallel" means that the input signal is processed by two effects that do not interact.)
FL/Delay: This effect connects a Flanger and a Delay in parallel.
Cho/Flgr: This effect connects a Chorus and a Flanger in parallel.

■ M-FX UP1, UP2, LWR
(**On/Off**, Default setting: UP1: On, UP2/LWR: Off) These parameters allow you to specify whether or not the Upper 1, Upper 2, or Lower part should be processed by the M-FX. See also p. 31.

■ Rev UP1
(**0~127**, Default setting: 100) This parameter allows you to set the Reverb Send Level for Upper 1 (i.e. how much Reverb should be added to the Upper 1 notes). This parameter is not used when "M-FX UP1" is set to "On".

■ Chr UP1
(**0~127**, Default setting: 0) This parameter allows you to set the Chorus Send Level for Upper 1 (i.e. how much Chorus should be added to the Upper 1 notes). If you want this part to be processed by the Chorus effect, you need to select a value different from "0". This parameter is not used when "M-FX UP1" is set to "On".

■ Pan UP1
(**0~127**, Default setting: 64) This parameter allows you to set the stereo position of the Upper 1 part (i.e. its placement between the left and right speakers). "0" means that the stereo position changes randomly for each note you play. Values between "1" and "63" correspond to the left speaker. "64" refers to the center, and values between "65" and "127" correspond to the right speaker ("1"= hard left, "127"= hard right).

■ Rev UP2
(**0~127**, Default setting: 100) This parameter allows you to set the Reverb Send Level for Upper 2 (i.e. how much Reverb should be added to the Upper 2 notes). This parameter is not used when "M-FX UP2" is set to "On".

■ Chr UP2
(**0~127**, Default setting: 0) This parameter allows you to set the Chorus Send Level for Upper 2 (i.e. how much Chorus should be added to the Upper 2 notes). If you want this part to be processed by the Chorus effect, you need to select a value different from "0". This parameter is not used when "M-FX UP2" is set to "On".

■ Pan UP2
(**0~127**, Default setting: 64) This parameter allows you to set the stereo position of the Upper 2 part (i.e. its placement between the left and right speakers). "0" means that the stereo position changes randomly for each note you play. Values between "1" and "63" correspond to the left speaker. "64" refers to the center, and values between "65" and "127" correspond to the right speaker ("1"= hard left, "127"= hard right).

■ Rev LWR
(**0~127**, Default setting: 100) This parameter allows you to set the Reverb Send Level for the Lower part. This parameter is not used when "M-FX LWR" is set to "On".

■ Chr LWR
(**0~127**, Default setting: 0) This parameter allows you to set the Chorus Send Level for the Lower part. If you want this part to be processed by the Chorus effect, you need to select a value different from "0". This parameter is not used when "M-FX LWR" is set to "On".

■ Pan LWR
(**0~127**, Default setting: 64) This parameter allows you to set the stereo position of the Lower part (i.e. its placement between the left and right speakers). "0" means that the stereo position changes randomly for each note you play. Values between "1" and "63" correspond to the left speaker. "64" refers to the center, and values between "65" and "127" correspond to the right speaker ("1"= hard left, "127"= hard right).

■ Tone MFX
(**On/Off**, Default setting: On) This parameter allows you to link the selection of an M-FX type to the Tone you assign to the Upper 1 part. That way, a Distortion/Overdrive effect will be selected for a rock guitar sound, Rotary for an organ, etc.

■ FSW (Footswitch Assign)

(Default setting: Sustain) After connecting an optional DP-2, DP-6, or BOSS FS-5U to the FOOTSWITCH/EXPR socket on the rear panel, you can use this parameter for assigning a function to the footswitch.

Note: This function is not available if you connect an optional EV-5 expression pedal instead.

Sustain: Also called "Hold" or "Damper", this function allows you to use the footswitch to hold the notes you play on the keyboard in much the same way as on an acoustic piano.

Sostenut: In this case, the footswitch functions as Sostenuto pedal (another pedal found on grand and digital pianos that allows you to sustain only those notes you played at the time you pressed the pedal).

Note: This function only applies to the Keyboard parts.

Soft: In this case, the footswitch functions as Soft pedal (a pedal found on grand and digital pianos that reduces the volume).

Note: This function only applies to the Keyboard parts.

Rotary S/F: Allows you to select the slow or fast speed of the Rotary effect. This only works, if the Rotary effect is assigned to the M-FX.

UsrPrgUp: Selects the next User Program (i.e. 12 if 11 is currently active).

UsrPrgDw: Selects the previous User Program (i.e. 64 if 11 is currently active).

Start/Stop: Starts and stops Arranger or Song playback. Same function as the [START/STOP] button.

Exc UP1/2: Allows you to switch off the Upper1 part and activate the Upper2 part, and vice versa.

Bass Inv: Switches the Bass Inversion function on and off (see p. 26).

Punch I/O: The footswitch can be used to activate and switch off punch in/out recording of the EM-55 OR's sequencer (see p. 41).

■ PAD (Style Pad set)

(Default setting: depends on the selected Music Style) This parameter allows you to select a different set of phrases when the SESSION PARTNER function is used in STYLE PAD mode. See p. 24.

■ Pad Sync

(**On/Off**, Default setting: On) This parameter allows you to switch the synchronization of pad triggering on/off. When on, phrases you start by pressing the assigned [1/9]~[8/16] button will always begin at the first beat of the following bar. So even if you press a button on the second beat, playback will only start on the first beat of the following measure.

If you do not want this forced synchronization, select "Off". That may mean, however, that playback may be slightly offset with respect to the other phrases (DJ PAD mode) or Arranger playback (STYLE PAD mode).

■ Count-In

(**On/Off**, Default setting: On) This parameter allows you to switch the count-in function for punch-in and normal recording (see p. 40) on or off. When on, the metronome will count down two measures (8 beats for a Song with a 4/4 time signature).

■ Scale C~Scale B (Scale Tune)

(**–64~63**, Default setting: –50 for all notes) These parameters allow you to stray away from the usual semitone-interval scale (used in western music) by changing the pitch of the notes so as to accommodate other musical cultures or tuning methods (oriental, baroque music, etc.). These settings are assigned to the ORIENTAL SCALE buttons.

As you will notice, you can change the pitch of every note of one octave (C, C#, D, Eb, E...). The settings you make here apply to all notes of the same name (i.e. to every C, every C#, etc.). Most of the time, you will probably select the value "50" or "–50" as they correspond exactly to half a semitone up or down (quarter tone). Other settings may also be interesting, though.

■ Scl Mode

(**UP**, **ALL**, Default setting: UP) This parameter allows you to specify which parts the Scale settings (see above) should apply to: only Upper 1 & 2 ("UP") or all parts ("ALL"). In some cases, choosing "ALL" may produce a more satisfactory result.

Resume

Select this function to recall the EM-55 OR's factory Function settings.

Note: Resume does not reset the MIDI parameters of the FUNCTION mode (see p. 51).

Press [EXECUTE] in response to the flashing "EXE" message. After showing the "Complete" message, the display returns to the RESUME message. Press [SONG], [STYLE], [TONE], or [USER PROGRAM] to leave the FUNCTION mode.

Note: There is no "Sure?" question that gives you time to think. Only press [EXECUTE] if you are certain you want to recall ALL factory Function settings.

15. Working with User Programs

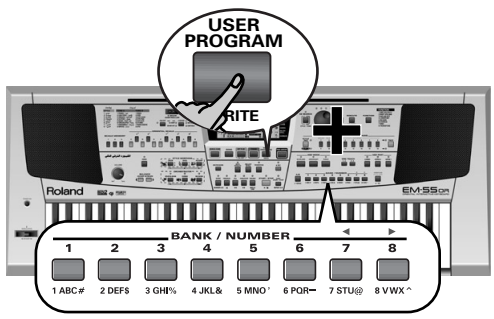
The EM-55 OR is equipped with 64 User Program memories that allow you to store almost all settings (or registrations) you make on the front panel and via the Function menu (see p. 44).

Note: MIDI settings (see p. 51) are not saved to a User Program because the EM-55 OR memorizes them automatically.

Writing your settings to a User Program

It is a good idea to write your settings frequently, even if you still need to do some editing afterwards. Those intermediary saves allow you to return to the previous stage whenever you do not like your last modifications.

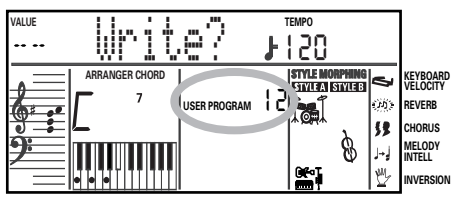
(1) Press and hold the [USER PROGRAM/ WRITE] button.



The EM-55 OR now displays "Write ?".

(2) Keep holding the [USER PROGRAM/ WRITE] button while pressing one numeric button [1]~[8] to select the bank.

The number you select appears in the USER PROGRAM field ("3" in the example below).



(3) Keep holding the [USER PROGRAM/ WRITE] button while pressing another (or the same) numeric button [1]~[8] to select the memory.
The display now responds with the "Complete" message and the memory number (your settings have been stored).

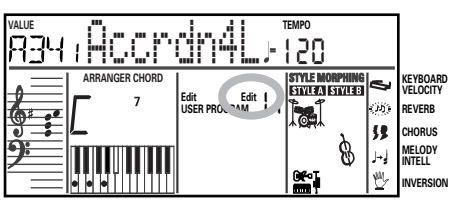
(4) Release the [USER PROGRAM/WRITE] button.

Notes about writing User Programs

Leaving the User Program environment
Press [USER PROGRAM] to leave the User Program environment. The User Program field in the display will go blank again.

Mode selection
The mode (Arranger, p. 13, M.Drums, p. 20, Piano, p. 19) is also memorized when you write a User Program.

Meaning of the "Edit" message



At some stage, you may come across an "Edit" message next to the User Program number.

It means that the last User Program you selected is still in effect but that the current settings no longer correspond to the ones in that memory. Such changes may include the status of the Reverb or Chorus effect, a changed volume value, etc.

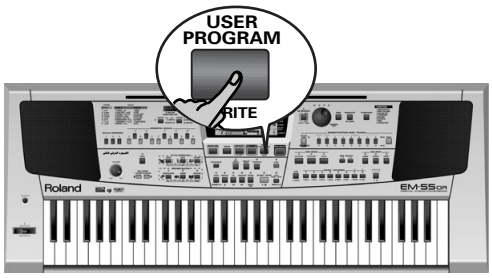
Before selecting another User Program or switching off the EM-55 OR, you should therefore write these settings to the same (or a different) User Program if you want to keep them. Otherwise, you lose these changes. Please also see p. 50.

User Programs and Disk Links & Style Disk
The address of the last Music Style you selected before writing a User Program is also memorized. This even applies to the Style RAM memory that may contain a so-called Style Disk Style (see p. 28). The EM-55 OR only remembers the memory address —not the name of the Style it contained when you wrote your settings to a User Program. This also applies to the Disk Link memories in group B.

Selecting a User Program

Though the User Program memory you specified above is already selected, there will be times when you need to select another memory. In that case, here is what you need to do:

(1) Briefly press [USER PROGRAM/WRITE]. Do not hold this button down because doing so will start the Write procedure (see above).



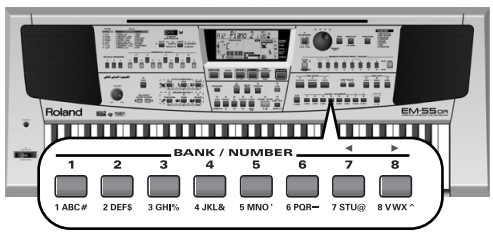
The User Program field now indicates the number of the User Program you selected last, or "11" if you have not yet selected a User Program since switching on the EM-55 OR. The important thing to note here is the "Edit" message.

It indicates that the EM-55 OR is still using the last manual changes you may have made before selecting the User Program function. The User Program number therefore only means "this is the last memory you selected".

None of its settings are being used for the time being. By pressing [USER PROGRAM/WRITE] again, you can leave the User Program mode without changing your manual settings. This may be important to remember if you were about to write your settings and accidentally pressed the wrong button (or didn't press it long enough).

To actually select a User Program...

(2) Press one numeric button [1]~[8] to select the bank.



(3) Press another (or the same) numeric button [1]~[8] to select the memory.
The settings of the selected User Program will be recalled.

Note: As soon as you modify any setting (on the front panel or in the FUNCTION menu), the "Edit" message appears next to the User Program number.

(4) Once again press [USER PROGRAM/WRITE] to leave the User Program mode.
Note: You can also press [STYLE] and [TONE] to leave this mode.

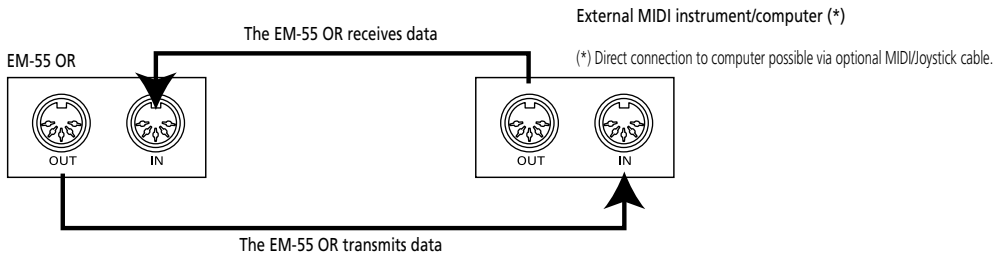
16. MIDI functions

MIDI is short for Musical Instrument Digital Interface. The word refers to many things, the most obvious being a connector type that is used by musical instruments and other devices to exchange messages relating to the act of making music.

Each time you play on the EM-55 OR's keyboard or start the Arranger (or Song), your instrument transmits MIDI data to its MIDI OUT socket. If you connect this socket to the MIDI IN socket of another instrument, that instrument may play the same notes as one of the EM-55 OR's parts, select sounds, etc.

MIDI is a universal standard, which means that musical data can be sent to and received by instruments of different types and manufacturers. Furthermore, MIDI allows you to connect your EM-55 OR to a computer or hardware sequencer.

Connect your EM-55 OR as shown below.



Channels

MIDI can simultaneously transmit and receive messages on 16 channels, so that up to 16 instruments can be controlled. Nowadays, most instruments –like your EM-55 OR– are multitimbral, which means that they can play several musical parts with different sounds.

Note: All EM-55 OR parts are set to receive MIDI messages. If they do not seem to respond to the messages you send from the external controller, you should check whether the external controller's MIDI OUT is connected to the MIDI INput of your EM-55 OR.

The EM-55 OR's transmit and receive channels of all parts have been set in keeping with a tacit Roland standard and are therefore shared by all recent E, G, and RA series instruments. You cannot change them. They also correspond to the track assignments of the 16-track Recorder:

1. Accomp 1
2. Arranger bass
3. Accomp 2
4. ►Upper 1
5. Accomp 3
6. ►Upper 2
7. Accomp 4
8. Accomp 5
9. Accomp 6
10. Arranger drums
11. ►Lower
12. ►M. Bass
13. Style Pads
14. D Beam part
15. Melody Intell
16. ►M. Drum

MIDI Function parameters

See "Editing parameters (general procedure)" (p. 44) for how to select and set these Function parameters (they belong to the same Function menu as the "General Function parameters").

■ MIDI TxRx (MIDI transmission and reception)

This parameter allows you to specify which EM-55 OR parts should transmit and receive MIDI messages:

Option	Meaning
ALL	All parts.
KBD	Only the Keyboard parts (see ► in the table above).
STL	Only the Arranger parts (A.Drums~Accomp 6).
OFF	None of the EM-55 OR's parts transmits/receives MIDI messages.

■ Sync Rx (MIDI synchronization)

Use this parameter to specify how the EM-55 OR should be synchronized (as slave) to an external MIDI sequencer, computer, drum machine, etc.

"Synchronization" is a learned term for the fact that one device (or function) is set to start and stop at the same time as another device (or function), and to run at the same tempo (BPM).

Please note that synchronization is only possible when you connect the external device's MIDI OUT socket to the EM-55 OR's MIDI IN socket (though you can also work the other way around; in that case, see the sequencer's manual for details).

Off	In this case, the EM-55 OR is not synchronized with other MIDI devices. It is thus impossible to start/stop it via MIDI.
On	Arranger playback and Song recording/playback are synchronized if the EM-55 OR receives MIDI Start and Stop messages followed by MIDI Clock signals. If the EM-55 OR receives only a Start message, it will wait a moment to see if there are also MIDI Clock messages coming. If there are, it will synchronize to them. If there are no MIDI Clock messages, it will follow its own tempo. In either case, you can stop playback or recording with a MIDI Stop message.

■ Style PC (Style Select TxRx Channel)
(**1~16**, **Off**, Default setting: 10) As its name implies, the Style Select channel is used to receive and transmit program changes that cause the EM-55 OR or the external instrument to select another Music Style.

■ Lyrics Tx (Transmit Lyrics messages)
(**On/Off**, Default setting: On) The EM-55 OR is capable of transmitting Lyrics messages contained in Format 0 Standard MIDI Files you playback. It cannot display them but it allows you to transmit them to a device capable of displaying Lyrics messages (such as the Roland LVC-1). This filter allows you to enable (On) or disable (Off) the transmission of Lyrics data.

■ NTA Rx14 (Note-to-Arranger reception on/off)
(**On/Off**, Default setting: On) NTA is short for "Note-to-Arranger", or the notes you play in the left half of the keyboard to feed the Arranger with chord information. These notes can also be received via MIDI (from an accordion, a digital piano, an organ, for example). If you want to use the Arranger without playing on the EM-55 OR's keyboard, you must transmit these notes on MIDI channel 14 (from your computer or external MIDI instrument to the EM-55 OR) and select "On" here. NTA notes can only be received (they are not transmitted). The notes you play on the EM-55 OR's keyboard are indeed transmitted to the Arranger, from there to the Arranger parts, and used to play the accompaniment in the right key. Since all Music Style notes are transmitted via MIDI, there is no need to send the NTA notes separately.

■ PitchBnd (Pitch Bend)
(**On/Off**, Default setting: On) This filter allows you to enable (On) or disable (Off) the transmission and reception of Pitch Bend messages. These messages are used to temporarily increase or decrease the pitch of the notes (Upper1, Upper2, Lower, or M.Drums parts).

■ Modulatn (Modulation)
(**On/Off**, Default setting: On) This filter allows you to enable (On) or disable (Off) the transmission and reception of Modulation messages. These messages are used to add vibrato to the notes you play (control change CC01).

■ ProgChng (Program Change)
(**On/Off**, Default setting: On) This filter allows you to enable (On) or disable (Off) the transmission and reception of Program Change messages. These messages are used to select Tones, Styles, or User Programs.

■ Velo Rx (Receive Velocity)
(**On**, **1~127**, Default setting: On) This filter allows you to enable (On) or disable the reception of Velocity messages. This only applies to note messages received via MIDI. Choose the velocity value to be substituted for the actual values the EM-55 OR receives (1~127), or select "On" to use the velocity values as is.

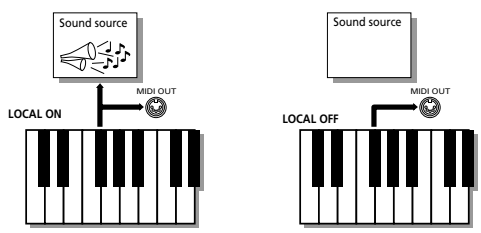
■ Clock Tx
(**On/Off**, Default setting: On) This option allows you to determine whether (On) or not (Off) the Arranger and Recorder send MIDI Clock messages when you start them. These messages are necessary for synchronizing external MIDI instruments/sequencers/software to the EM-55 OR.

■ StartStp (Start/Stop/Continue)
(**On/Off**, Default setting: On) This option allows you to specify whether or not the Arranger and Recorder send Start/Stop/Continue messages when you start or stop them. Select "Off" when you wish to control the tone generator of a MIDI organ, etc., without starting or stopping its automatic accompaniment.

■ Song Pos P (Song Position Pointer)
(**On/Off**, Default setting: On) The EM-55 OR's Recorder also sends and receives Song Position Pointer messages that indicate the exact location of the notes that are being played back. Select "OFF" if you don't want the Recorder to send or receive these messages.

■ Local
(**On/Off**, Default setting: On) The Local parameter allows you to establish or remove the connection between the EM-55 OR's keyboard/Recorder and the internal tone generator.

When set to "**ON**" (default), playing on the EM-55 OR's keyboard or playing back a Recorder song will cause the corresponding notes to sound. If you select "**OFF**", the corresponding MIDI messages are no longer sent to the internal tone generator – but they are still transmitted to the MIDI OUT port and hence to external MIDI instruments.

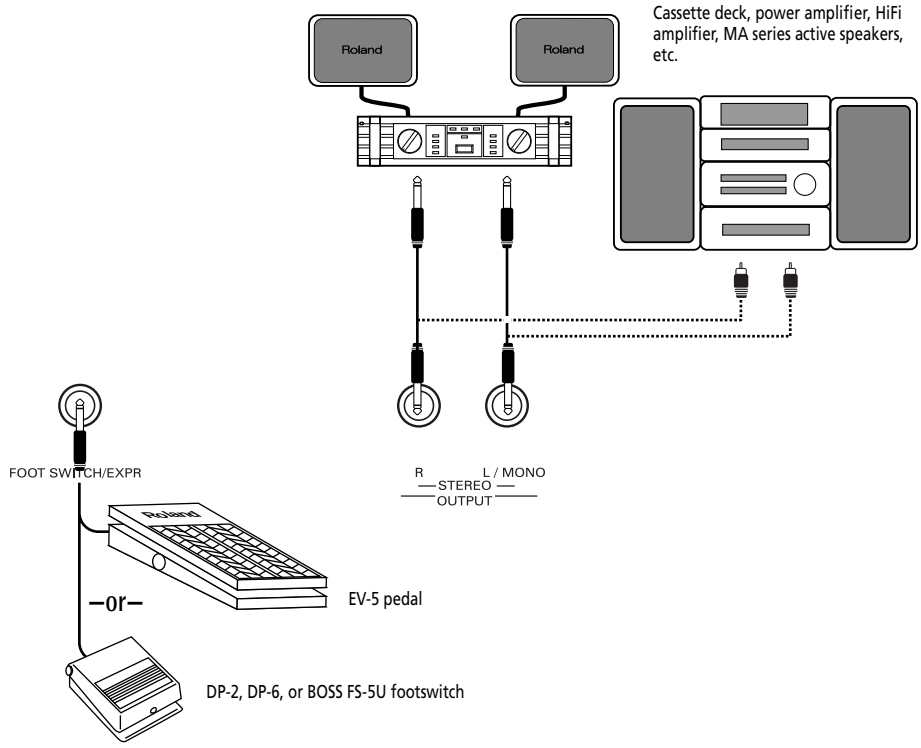


Note: The setting of this parameter is not memorized when you switch the EM-55 OR off.

Note: You can also select this parameter by pressing and holding the [SONG] button.

17. Using the outputs and an optional pedal

If you like, you can also record your performance (or the Recorder song) to cassette, MD, etc. To this end, you need to connect the EM-55 OR's STEREO OUTPUT sockets to the external device's REC IN jacks.



Use a standard 1/4" phone cable for doing so. Another use for these outputs is to connect the EM-55 OR to your HiFi or keyboard amplifier (such as the Roland KC-500/300/100). Using a HiFi amplifier requires the use of an adaptor plug (phono/RCA→ 1/4" jack). If you like, you can also purchase two Roland PJ-1M cables.

Note: By connecting the OUTPUT jacks, you do not switch off the EM-55 OR amplification system.

You can connect an optional DP-2, DP-6, or BOSS FS-5U footswitch to the FOOTSWITCH/EXPR jack in order to hold the notes even after releasing the keys, or to perform other functions (see p. 47). If you connect an EV-5 expression pedal instead, you can control the EM-55 OR's volume by foot (in which case it is no longer possible to connect a footswitch).

18. Disk functions

The EM-55 OR's Disk functions allow you to save the Recorder Song in the internal Song RAM memory to disk, to save and load your User Programs to and from disk, to format floppy disks, to delete files on a floppy disk, and to copy disks.

Though you can use 2DD or 2HD floppies, 2HD disks have twice the capacity of 2DD disks, so use 2HDs whenever you can.

Whenever the disk drive writes data to or reads data on disk, the Disk icon (DISK) flashes in the display. **Do not remove the floppy disk while this icon is displayed** *as that may damage both the disk drive and the disk (so that it becomes unreadable).*

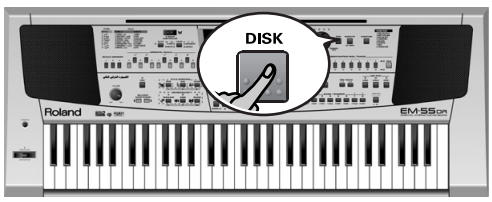
Loading User Programs from disk

This load function is called **LOAD UPr**. *It allows you to transfer a set of 64 User Programs (i.e. for all memories) to the EM-55 OR's internal memory. This will overwrite the User Programs that currently reside in the internal memories.*

Note: If you wish to use the User Programs in the internal memory at a later stage, first save them to disk before proceeding. See p. 54.

(1) Insert a disk into the drive.

(2) Press [DISK] to select the Disk mode.



The "LOAD UPr" function is already selected, so there is nothing else you need to do.

(3) Wait until the VALUE message starts flashing, then use the [TEMPO/DATA] dial to select the file whose contents you wish to load (example: "USPR_000").

(4) Press the [EXECUTE] button (next to [DISK]) to load the selected file.

Note: Press [DISK] if you do not want to load the selected file after all.

If you pressed [EXECUTE], the display now shows the message "Loading". Once the data have been loaded, the "Complete" message briefly appears.

(5) Press [MUSICAL GAME], [TONE], [STYLE], or [FUNCTION] to select another mode.

Possible error messages

No Disk	You forgot to insert a floppy disk into the drive.
No Files	The disk you insert contains no User Program data.
Disk Err	The disk is probably damaged and cannot be used.
File Err	The file you selected is damaged and cannot be loaded.

Saving files to disk

The EM-55 OR provides the following Save functions:

SAVE UPr: Use this function to save the contents of the internal User Program memories (all 64 of them) to a floppy disk.

SAVE Sng: This allows you to save the Song in the internal memory to a floppy disk. A Song saved to disk becomes a Standard MIDI File. .

Note: There is no LOAD Sng function. All you need to do to transfer the Song data back to the internal Song memory is play back the Standard MIDI File in question.

(1) Insert a disk into the drive.
Every floppy contains a square tab that allows you to "close" a little window. With the tab in that position, you can save data to the disk. Do not forget to write-enable the disk by closing this little window prior to inserting the floppy disk.

(2) Press [DISK] and use the [TEMPO/DATA] dial to select "SAVE Sng" or "SAVE UPr".

(3) Wait until the VALUE message starts flashing, then use [TEMPO/DATA] dial to move the flashing cursor to the character position you want to change (the "0" in the illustration below).

(4) Enter the character with [A/B], the numeric keypad, and [VARIATION].
You may have to press the same button several times.

Though you could save the file with the current default name ("SONG_001", or "USPR_000"), a proper name will help you identify the file at all times. We therefore suggest you take the time to specify a meaningful name.

Note: If you select "SPACE" ([A/B] button), the display will insert a "_". This is because MS-DOS® does not allow you to use spaces.

(5) If necessary, use the [TEMPO/DATA] dial to move the cursor to the next position.

(6) Repeat steps (4) and (5) to enter the remaining characters.

(7) Press [EXECUTE] to save the file to disk.
The display now responds with the message "Saving" as well as a flashing disk icon (DISK). When the file is saved, the "Complete" message appears.

If the message "DiskProt" appears, you forgot to switch off the disk's Write protection. Press the EJECT button of the disk drive, remove the floppy and close the tab, insert the disk again and press [EXECUTE].

(8) Press [MUSICAL GAME], [TONE], [STYLE], or [FUNCTION] to select another mode.

Possible error messages

No Disk	You forgot to insert a floppy disk into the drive.
Disk Prot	See above.
Disk Full	The remaining disk capacity does not allow to save your data to this disk.
Disk Err	The disk is probably damaged and cannot be used.
Empty	There is no Recorder song in the internal memory. Consequently, there is nothing to save.
Impssble	The song in the EM-55 OR's memory is bigger than the RAM actually supports, and can therefore not be saved to disk. (This is because the EM-55 OR only loads specific blocks for playback.)
OverWrt?	The name you assigned to the data already exists on the floppy disk you inserted. If you press [EXECUTE] to continue, the file on disk will be overwritten (and the corresponding data will be erased). Either insert another floppy disk, or press [DISK] and enter another name for the data you want to save.

Deleting files on disk

The Delete functions allow you to delete a file from the inserted floppy disk. This may be necessary to make room for a new file (e.g. when the "Disk Full" message appears). Be careful, though, to only delete files you are absolutely (positively) sure you will never need again. Once a file has been deleted, it is gone forever.

Note: As a rule, you should first make a backup copy of your disk (see p. 56). After all, files really only become indispensable once they are no longer available...

DEL Sng: This allows you to delete a song file on disk.

DEL UPr: Use this function to delete a User Program file from disk. Be aware that by doing so, you actually erase 64 User Program settings.

(1) Insert the disk with the file you want to delete into the drive.

(2) Press [DISK] to select the Disk mode.

(3) Use the [TEMPO/DATA] dial to select "DEL Sng" or "DEL UPr".

(4) Wait until the VALUE message starts flashing and use the [TEMPO/DATA] dial to select the file you want to delete (example: "USPR_005").

(5) Press the [EXECUTE] button.
To be on the safe side, the EM-55 OR now asks you whether you really want to delete the file ("Sure?").

(6) Press [EXECUTE] to delete the file, or [DISK] to abort the operation.
If you pressed [EXECUTE], the display now shows the message "Deleting". Once the data have been deleted, the "Complete" message briefly appears.

(7) Press [MUSICAL GAME], [TONE], [STYLE], or [FUNCTION] to select another mode.

Possible error messages

No Disk	You forgot to insert a floppy disk into the drive.
Disk Prot	You forgot to switch off the disk's Write protection. Press the EJECT button of the disk drive, remove the floppy and close the tab, insert the disk again and press [EXECUTE].
Disk Err	The disk is probably damaged and cannot be used.
No Files	The disk contains no files of the selected type. Insert another disk.

Disk Copy (copying an entire disk)

This function allows you to make backup copies of important disks.

WARNING*: The Disk Copy function uses the RAM memory and erases the Recorder song and its Style Disk memory. Before using Disk Copy, save your song to disk if you haven't already done so (see p. 54).*

Disk Copy copies all files of the Source disk (see below) to the Destinat disk.

(1) Press [DISK] to select the Disk mode.

(2) Use the [TEMPO/DATA] dial to select "DISKCOPY".

(3) In response to the "DISKCOPY" message, press the [EXECUTE] button.
The EM-55 OR now tells you something you already know but may tend to forget at times:

```
Improper use of copy infringes
Copyright!! For personal back-up
  use only! Song and Style Disk
        will be erased.
```

Copying Songs from commercially available Standard MIDI File disks is OK as long as you keep the copy (as safeguard against possible disk errors). Under no circumstances, however, may you give copies of copyright-protected material to your friends.

Also, the display tells you that the Disk Copy function needs the available RAM memory – i.e. the memory set aside for the Recorder song and for the Style Disk function. Be aware that really activating the Disk Copy function (which you haven't done so far), erases the song in the internal memory. Save it to disk before proceeding.

This message is followed by "Sure?" (do you want to proceed?).

Note: You can abort the process at any time by pressing the [DISK] button.

(4) If you are sure you wish to make a backup copy of a disk, press [EXECUTE] (otherwise, press [DISK]).
The display now asks you to insert the original (or "**Source**") disk into the drive.

Note: Before doing so, you must write-protect it, otherwise the display tells you to do so ("No Prot"). In that case, remove the disk from the drive, set its WRITE tab to the PROTECT position (to open "the little window"), and insert the disk into the drive again.

(5) Insert the original (**Source**) disk into the drive.
The display now informs you that the EM-55 OR is reading the first part of the data to be copied ("Read xx%").

Depending on the number of files on disk, you may encounter this message several times. Note also the indication of the disk type (in our example, the Source disk is a 2HD floppy):

When the first part is loaded, the display switches to the "**Destinat**" message. It means that you need to insert a blank disk into the disk drive. That disk will contain a copy of the original data. Be sure to use a disk of the same type. If the "Source" disk is a 2DD type ("dd"), use a blank 2DD disk, otherwise use a blank 2HD disk. Failure to use the right disk type will result in the "Incompat" message being displayed.

(6) Remove the Source disk from the drive and insert the Destination disk.
If the Destination disk isn't formatted, you are given the opportunity to do so now ("Format?").

Next, the "Writ xx%" message appears to inform you that the first (or entire) data chunk is being copied to disk.

As stated above, the Source message may be displayed again. If so...

(7) Remove the Destination disk from the drive and proceed with step (5) until the display tells you "Complete".
The display now returns to the Disk Copy message.

Possible error messages when using Disk Copy

No Prot	The Source disk is not protected. Remove it from the drive and set the Write Protect tab to the PROTECT position.
NoFormat	The Destination disk is not formatted. Press [EXECUTE] to format it an to continue.
DiskErr	The disk is probably damaged and cannot be used.
DiskProt	The Destination disk is write-protected. Remove it and disable the protection.
Incompat	See above.

Format

Before being able to save files to a disk, you need to prepare a floppy disk. This is called "formatting". If the floppy you are about to use is IBM PC formatted, there is no need to format it, though disk access is faster with EM-55 OR formatted disks. Otherwise proceed as follows:

(1) Press [DISK] to select the Disk mode.

(2) Use the [TEMPO/DATA] dial to select "FORMAT".

(3) Wait for the "EXE" message to flash, then press [EXECUTE].
Note: If you do not want to format your floppy, press [DISK] to return to the first Disk function ("LOAD Upr").
Note: By formatting a disk, you erase all files it contains. It would be a good idea to first check what it contains (e.g. on your PC).

(4) Press [EXECUTE] again in response to the "Sure?" message.
The value to the left of the "Formatng" message now counts down from "80" to "1" while the disk icon flashes to indicate that the disk is being accessed. When the disk is formatted, the message "Complete" is briefly displayed.

19. Miscellaneous

Functions for educational purposes

The EM-55 OR provides two functions that may come in handy for music teachers or for those who use the EM-55 OR in class:

Deactivating or activating the Demo function

The EM-55 OR's Demo function can be switched off so that pressing the [DEMO] button will have no effect at all. This may be useful in situations where the EM-55 OR is used in class. Here is how to deactivate the Demo function:

(1) Switch off the EM-55 OR.

(2) Hold down the [DEMO] button while switching the EM-55 OR back on again.
This setting is remembered, so that next time you want to listen to a demo song, you have to repeat the above procedure.

Deactivating the Arranger

Use the following procedure to ensure that the Arranger cannot be started or stopped:

(1) Switch off the EM-55 OR.

(2) Hold down the [STYLE] button while you switch the EM-55 OR back on again.

It will now be impossible to start/stop the Arranger using the [START/STOP] button, or to use the SESSION PARTNER buttons (STYLE PAD & DJ PAD).

Repeat the above procedure when you want to use the Arranger again.

Deactivating both the Arranger and the Demo function

A third "educational" option is to switch off both the Demo and the Arranger functions in one go:

(1) Switch off the EM-55 OR.

(2) Hold down the [START/STOP] button while you switch the EM-55 OR back on again.

It will now be impossible to start/stop the Arranger STYLE PAD, DJ PAD, or demo song playback.

Repeat the above procedure when you want to use the Arranger and Demo function again.

Initializing your EM-55 OR (Factory)

After working extensively with your EM-55 OR, you may want to recall the original factory settings. Note that **the Recorder song** *and* **User Program memories** *will be* **empty** *after initializing your EM-55 OR.*

Here is how to initialize your EM-55 OR:

(1) Power off your EM-55 OR.

(2) Hold down the [USER PROGRAM/WRITE] button while turning your EM-55 OR back on again.
The message "Factory!" will inform you that the EM-55 OR has been initialized.

20. Specifications

EM-55 OR Oriental Interactive Keyboard

Keyboard: 61 keys, velocity sensitive

EZ Search: Function for quick Tone & Music Style location

Sound Source: 64-voice polyphonic
3,603 western Tones, 48 oriental Tones,
116 western Drum Sets, 4 oriental Drum Sets
32-part multitimbral
GM2/GS compatible

Display: Newly designed large backlit custom display
Adjustable contrast

Panel controls & **performance functions**
ORIENTAL SCALE buttons, 3 memory buttons, Alpha dial/Tempo, Pitch Bend/ Modulation, D Beam Controller, Master Volume, Balance, Session Partner/Tracks (Style Pad: 12 sets/8 pads, DJ Pad: 8 sets/8 pads, Accompaniment on/off: 8, Track on/mute: 1~8/9~16)
Music Styles: 64 in ROM (16 western, 48 oriental), 64 Disk Link (via floppy disk)
4 x 64 One Touch settings
Style Orchestrator (3 levels)
Style Morphing
Melody Intelligence (18 types)

User Programs: 64 internal memories

Music Assistant: 100 via Database (ROM)

Effects:
Reverb: 8 types, Chorus : 8 types
MFX: 47 types

Metronome: Time signature, volume

Education functions (Games): Chord Finder, Guess Note, Guess Chord

Recorder: Realtime SMF Player
16-track recorder
4 recording modes (All, Keyboard, Single, Punch-In/Out)

Data storage: 3,5" floppy disk (2DD/2HD)
File management: Styles, Songs (SMF), User Programs

Connections: MIDI (In, Out), Output (L/Mono, R), Footswitch/Expr, Phones (2 connectors)

Others:
Output power: 2 x 7W
Speakers: 2 x 12cm (Bass Port)
Power supply: 12V/2A adapter (included)
Dimensions: 1016 (W) x 398 (D) x 153 (H) mm
Weight: 9.5kg

Supplied accessories: ACJ adapter, Owner's manual, Music data disks, Music Rest

Options: PK-5 Dynamic MIDI Pedal
MSA/MSD/MSE-series Music Style Disks
RH-25/50 Headphones
DP-2 Pedal Switch
DP-6 Pedal Switch
EV-5 Expression Pedal
BOSS FV-300L Volume Pedal

Note: Specifications subject to change without prior notice.

21. Thanks

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- **Mr. Tarek Helmy** for preparing the new oriental Tone/Percussion samples, new Oriental drum set and technical support.
- **Mr. Alain Slim** for composing the Oriental Percussion demo song, new Oriental styles, Oriental DJ pads and preparing the new oriental drum set.
- **Mr. Cherif Cotta** for composing new Oriental styles, and technical support.
- **Mr. Ahmed Hosny** for composing the Oriental DJ pads / style pads and new Oriental styles.
- **Dr. Raafat Baheeg** for translating and preparing this manual into Arabic.

22. Tone List قائمة الأصوات أصوات يمكن اختيارها بالأزرار الرقمية و زر التنويعة

Tones that can be selected via the BANK/NUMBER/VARIATION buttons

GBN	Var	PC	CC00	CC32	Name
A11		1	0	4	Piano 1
	1	1	1	4	Upright
	2	1	2	4	MildPno
	3	1	8	4	UprightW
	4	1	9	4	MildPnoW
	5	1	16	4	European
	6	1	24	4	Pno+Str1
	7	1	25	4	Pno+Str2
	8	1	26	4	Pno+Cho1
	9	1	27	4	Pno+Cho2
	10	1	45	4	AcPiano2
	11	1	46	4	BritePno
	12	1	47	4	AcPiano1
	13	1	126	4	Piano 2
	14	1	127	4	Acou P1
A12		2	0	4	Piano 2
	1	112	116	4	Oud 1
	2	115	116	4	Oud1TrVm
	3	2	1	4	PopPno
	4	2	2	4	RockPno
	5	2	8	4	PopPno W
	6	2	9	4	RockPnoW
	7	2	16	4	Dance P
	8	2	126	4	Piano 2
	9	2	127	4	Acou P2
A13		3	0	4	Piano 3
	1	113	116	4	Oud 2
	2	116	116	4	Oud2TrVm
	3	3	1	4	EG+Rhod1
	4	3	2	4	EG+Rhod2
	5	3	8	4	Piano 3w
	6	3	47	4	Stacked
	7	3	126	4	Piano 2
	8	3	127	4	Acou P3
A14		4	0	4	Honky-T1
	1	110	116	4	Oud1Trem
	2	114	116	4	Oud2Trem
	3	117	116	4	OudOct
	4	4	8	4	Honky-T2
	5	4	126	4	Honky-T
	6	4	127	4	ElecPno1
A15		5	0	4	EPiano1
	1	5	8	4	StSoftEP
	2	5	9	4	Cho EPno
	3	5	10	4	SilentRh
	4	5	16	4	FM+SA EP
	5	5	17	4	Dist EP
	6	5	24	4	Wurly
	7	5	25	4	HardRhod
	8	5	26	4	MellowRh
	9	5	44	4	PhaseRh
	10	5	45	4	SA EP
	11	5	46	4	TremDyno
	12	5	47	4	DynoRhod
	13	5	126	4	Piano 1
	14	5	127	4	ElecPno2
A16		6	0	4	EPiano2
	1	106	116	4	Bozouki
	2	107	116	4	BzukiTrm
	3	108	116	4	BzkiTrVm
	4	6	1	4	EPiano3
	5	6	8	4	DetunEP2
	6	6	9	4	DetunEP3
	7	6	10	4	EPLegend
	8	6	16	4	St FM EP
	9	6	24	4	Hard FM
	10	6	32	4	EP Phase
	11	6	47	4	Stack EP
	12	6	126	4	Piano 2
	13	6	127	4	ElecPno3
A17		7	0	4	Harpsi
	1	7	1	4	Harpsi 2
	2	7	2	4	Harpsi 3
	3	7	8	4	Coupled
	4	7	16	4	HarpsiW
	5	7	24	4	HarpsiO
	6	7	32	4	SynHarps
	7	7	126	4	Piano 2
	8	7	127	4	ElecPno4
A18		8	0	4	Clav
	1	8	1	4	Clav2
	2	8	2	4	AtkClav1
	3	8	3	4	AtkClav2
	4	8	8	4	CompClav
	5	8	16	4	ResoClav
	6	8	17	4	PhasClav
	7	8	24	4	Clav O
	8	8	32	4	AnlgClav
	9	8	33	4	JP8Clav1
	10	8	35	4	JP8Clav2
	11	8	36	4	SynRingC
	12	8	37	4	SynDistC
	13	8	38	4	JP8000C
	14	8	39	4	PulseClv
	15	8	126	4	EPiano1
	16	8	127	4	Honky-T
A21		9	0	4	Celesta
	1	93	115	4	Kn3TrVmx
	2	95	115	4	Kanoun3
	3	99	115	4	Knoun3Oc
	4	9	1	4	PopCeles
	5	9	47	4	CelBell
	6	9	126	4	Cho EPno
	7	9	127	4	ElecOrg1
A22		10	0	4	Glockens
	1	96	116	4	Kanoun2
	2	94	116	4	Kn2TrVmx
	3	97	116	4	KanounTr
	4	10	126	4	EPiano2
	5	10	127	4	ElecOrg2
A23		11	0	4	MsicBox
	1	95	116	4	Kanoun1
	2	93	116	4	Kn1TrVmx
	3	99	116	4	KnounOct
	4	11	1	4	MsicBox2
	5	11	8	4	StMscBox
	6	11	126	4	SteelStr
	7	11	127	4	ElecOrg3
A24		12	0	4	Vibraph
	1	87	115	4	Knoun3St
	2	87	116	4	Knoun1St
	3	12	1	4	PopVibe
	4	12	8	4	VibW
	5	12	9	4	Vibraphs
	6	12	126	4	SteelStr
	7	12	127	4	ElecOrg4
A25		13	0	4	Marimba
	1	13	8	4	MarimbaW
	2	13	16	4	Barafon
	3	13	17	4	Barafon2
	4	13	24	4	Log drum
	5	13	126	4	12Str Gt
	6	13	127	4	PipeOrg1
A26		14	0	4	Xyloph
	1	14	8	4	Xyloph W
	2	14	126	4	FunkGt
	3	14	127	4	PipeOrg2
A27		15	0	4	TubulB
	1	15	8	4	ChurchB
	2	15	9	4	Carillon
	3	15	10	4	ChurchB2
	4	15	16	4	TubulB W
	5	15	126	4	MutedGt
	6	15	127	4	PipeOrg3
A28		16	0	4	Santur
	1	16	1	4	Santur 2
	2	16	2	4	Santur 3
	3	16	8	4	Cimbalom
	4	16	16	4	Zither 1
	5	16	17	4	Zither 2
	6	16	24	4	Dulcimer
	7	16	126	4	SlapBas
	8	16	127	4	Accord
A31		17	0	4	Organ 1
	1	17	1	4	Organ101
	2	17	2	4	FulOrg1
	3	17	3	4	FulOrg2
	4	17	4	4	FulOrg3
	5	17	5	4	FulOrg4
	6	17	6	4	FulOrg5
	7	17	7	4	FulOrg6
	8	17	8	4	DetOrg1
	9	17	9	4	Organ O
	10	17	10	4	FulOrg7
	11	17	11	4	FulOrg8
	12	17	12	4	FulOrg9
	13	17	16	4	60'sOrg1
	14	17	17	4	60'sOrg2
	15	17	18	4	60'sOrg3
	16	17	19	4	FarfOrg
	17	17	24	4	CheeseOr
	18	17	25	4	D-50 Org
	19	17	27	4	HybridOr
	20	17	28	4	VS Organ
	21	17	29	4	DigiChur
	22	17	30	4	JX-8POrg
	23	17	31	4	FM Organ
	24	17	32	4	Organ 4
	25	17	33	4	Even Bar
	26	17	40	4	Org Bass
	27	17	48	4	5thOrgan
	28	17	126	4	SlapBas1
	29	17	127	4	Harpsi 1
A32		18	0	4	Organ 2
	1	83	112	4	AccordC1
	2	85	116	4	Accordn2
	3	18	1	4	JazzOrg
	4	18	2	4	EOrg16+2
	5	18	3	4	JazzOrg2
	6	18	4	4	JazzOrg3
	7	18	5	4	JazzOrg4
	8	18	6	4	JazzOrg5
	9	18	7	4	JazzOrg6
	10	18	8	4	DetunOr2
	11	18	9	4	OctaveOr
	12	18	32	4	Organ 5
	13	18	33	4	PercOrg2
	14	18	34	4	PercOrg3
	15	18	35	4	PercOrg4
	16	18	126	4	SlapBas1
	17	18	127	4	Harpsi 2
A33		19	0	4	Organ 3
	1	83	113	4	AccordC2
	2	19	8	4	Rotary
	3	19	16	4	Rotary S
	4	19	17	4	RockOrg1
	5	19	18	4	RockOrg2
	6	19	24	4	Rotary F
	7	19	47	4	L-Organ
	8	19	126	4	SlapBas1
	9	19	127	4	Harpsi 3
A34		20	0	4	Church 1
	1	83	115	4	Accord4L
	2	17	116	4	Or Orgn1
	3	21	116	4	Or Orgn2
	4	20	8	4	Church 2
	5	20	16	4	Church 3
	6	20	24	4	OrgFlute
	7	20	32	4	TremFlut
	8	20	33	4	Theater
	9	20	126	4	SlapBas2
	10	20	127	4	Clavi 1
A35		21	0	4	ReedOrg
	1	83	114	4	Accord3L
	2	21	8	4	WindOrg
	3	21	16	4	PuffOrg
	4	21	126	4	SlapBas2
	5	21	127	4	Clavi 2
A36		22	0	4	Accord F
	1	83	116	4	Accordn1
	2	86	116	4	JVAccord
	3	22	8	4	Accord I
	4	22	9	4	Dist Acc
	5	22	16	4	Cho Acc
	6	22	24	4	Hard Acc
	7	22	25	4	Soft Acc
	8	22	47	4	ItMusett
	9	22	126	4	SlapBas2
	10	22	127	4	Clavi 3
A37		23	0	4	Harmonc
	1	23	1	4	Harmonc2
	2	23	8	4	BHarpBsc
	3	23	9	4	BHarpSpl
	4	23	126	4	SlapBas2
	5	23	127	4	Celesta1
A38		24	0	4	Bandeon
	1	24	8	4	Bandeon2
	2	24	16	4	Bandeon3
	3	24	126	4	Fingered
	4	24	127	4	Celesta2
A41		25	0	4	NylonStr
	1	25	8	4	Ukulele
	2	25	16	4	NylonGtO
	3	25	24	4	VeloHrmx
	4	25	32	4	NylonGt2
	5	25	40	4	Requint
	6	25	48	4	vFl Gtr1
	7	25	49	4	vFl Gtr2
	8	25	50	4	vFl Gtr3
	9	25	51	4	vFl GtrR
	10	25	52	4	vRequGt2
	11	25	126	4	Fingered
	12	25	127	4	SynBras1
A42		26	0	4	SteelStr
	1	26	8	4	12Str Gt
	2	26	9	4	Nylon+St
	3	26	10	4	AtkSteel
	4	26	16	4	Mandoln
	5	26	17	4	Mandoln2
	6	26	18	4	MandTrem
	7	26	32	4	SteelGt2
	8	26	33	4	SteelBdy
	9	26	48	4	vAc Gt1
	10	26	49	4	vAc Gt2
	11	26	50	4	vAc Gt3
	12	26	51	4	vAc Hrm
	13	26	52	4	vSteelGt
	14	26	126	4	Picked
	15	26	127	4	SynBras2
A43		27	0	4	Jazz Gt
	1	27	8	4	PedalStl
	2	27	48	4	v JazzGt
	3	27	50	4	vPedalSt
	4	27	126	4	Picked
	5	27	127	4	SynBras3
A44		28	0	4	Clean Gt
	1	28	1	4	CleanHal
	2	28	2	4	OpenHar1
	3	28	3	4	OpenHar2
	4	28	4	4	JC Clean
	5	28	5	4	AtkClean
	6	28	8	4	ChorusGt
	7	28	9	4	JCChorus
	8	28	16	4	TCFront
	9	28	17	4	TCRear
	10	28	18	4	TCClean
	11	28	19	4	TCClean2
	12	28	20	4	LPRear
	13	28	21	4	LPRear2
	14	28	22	4	LPRear3
	15	28	23	4	Mid Tone
	16	28	48	4	vCleanGt
	17	28	49	4	vCleanH
	18	28	50	4	vHard1
	19	28	51	4	vHard2
	20	28	52	4	vJCClean
	21	28	53	4	vAtClean
	22	28	54	4	vChrusGt
	23	28	55	4	vJCChrus
	24	28	56	4	vTCFront
	25	28	57	4	vTCRear
	26	28	58	4	vTCClean
	27	28	59	4	vLPRear
	28	28	60	4	vLPRear2
	29	28	61	4	vLPRear3
	30	28	126	4	Fretless
	31	28	127	4	SynBras4
A45		29	0	4	MutedGt
	1	29	1	4	MutedDis
	2	29	2	4	TCMuted
	3	29	8	4	Funk Gt
	4	29	16	4	Funk Gt2
	5	29	24	4	Jazz Man
	6	29	48	4	vMutedGt
	7	29	49	4	vMuteDis
	8	29	50	4	vTCMuted
	9	29	51	4	vFunkPop
	10	29	52	4	vFunkGt2
	11	29	126	4	Ac Bass
	12	29	127	4	SynBass1
A46		30	0	4	Overdr
	1	30	1	4	Overdr2
	2	30	2	4	Overdr3
	3	30	3	4	MoreDriv
	4	30	4	4	GT Pinch
	5	30	5	4	AtkDrive
	6	30	8	4	LPOverDr
	7	30	9	4	LPOverD:
	8	30	10	4	LPDrive
	9	30	11	4	LPDrive2
	10	30	12	4	LPChorus
	11	30	48	4	vOverdr
	12	30	49	4	vOverdr2

GBN	Var	PC	CC00	CC32	Name
A46	13	30	50	4	vOverdr3
	14	30	51	4	vMoreDrv
	15	30	52	4	vLPOverd
	16	30	53	4	vLPDriv
	17	30	54	4	vLPDrive
	18	30	55	4	vLPChrus
	19	30	126	4	ChoirAhs
	20	30	127	4	SynBass2
A47		31	0	4	Dist Gt1
	1	31	1	4	Dist Gt2
	2	31	2	4	Dazed GT
	3	31	3	4	Distort
	4	31	4	4	DistFast
	5	31	5	4	Atk Dist
	6	31	8	4	Feedbck
	7	31	9	4	Feedbck2
	8	31	16	4	PowerGT
	9	31	17	4	PowerGt2
	10	31	18	4	5th Dist
	11	31	24	4	RckRhyt
	12	31	25	4	RckRhyt2
	13	31	26	4	Dist Rtm
	14	31	48	4	v DistGT
	15	31	49	4	v Dazed
	16	31	50	4	vFeedbk
	17	31	51	4	vFeedbk2
	18	31	52	4	v Power
	19	31	53	4	v Power2
	20	31	54	4	v5thDist
	21	31	55	4	vRockRt
	22	31	56	4	vRockRt2
	23	31	126	4	ChoirAhs
	24	31	127	4	SynBass3
A48		32	0	4	Harmonix
	1	32	8	4	Feedbck
	2	32	9	4	Feedbck2
	3	32	16	4	AcHarmnx
	4	32	24	4	EBasHarm
	5	32	126	4	ChoirAhs
	6	32	127	4	SynBass4
A51		33	0	4	Acoustic
	1	118	116	4	Nay
	2	119	116	4	NayOctv
	3	120	116	4	NayOctVm
	4	33	1	4	Rckbilly
	5	33	8	4	WildBass
	6	33	9	4	AtkBass
	7	33	16	4	Bass+OHH
	8	33	17	4	Bas+Ride
	9	33	45	4	AcBas55
	10	33	46	4	AcBas88P
	11	33	47	4	AcBas88
	12	33	48	4	vGuitarn
	13	33	49	4	vAcouBas
	14	33	50	4	vRckblly
	15	33	51	4	vWildBas
	16	33	126	4	ChoirAhs
	17	33	127	4	Fantasy
A52		34	0	4	FingerB
	1	101	116	4	Kawala1
	2	102	116	4	KawlaOct
	3	34	1	4	FingerB2
	4	34	2	4	JazzBas
	5	34	3	4	JazzBas2
	6	34	4	4	RockBass
	7	34	5	4	HeartBas
	8	34	6	4	AtkFnger
	9	34	7	4	FngerSlp
	10	34	8	4	ChrusJaz
	11	34	16	4	FBasHarm
	12	34	48	4	vBabyBas
	13	34	126	4	SlowStrg
	14	34	127	4	HarmoPan
A53		35	0	4	PickBas
	1	100	116	4	Kawala2
	2	103	116	4	KwlOctVm
	3	35	1	4	PickBas2
	4	35	2	4	PickBas3
	5	35	3	4	PickBas4
	6	35	4	4	DoublPck
	7	35	8	4	MutedPck
	8	35	16	4	PBasHarm
	9	35	126	4	Strings
	10	35	127	4	Chorale
A54		36	0	4	Fretles
	1	36	1	4	Fretles2
	2	36	2	4	Fretles3
	3	36	3	4	Fretles4
	4	36	4	4	SynFless
	5	36	5	4	MrSmooth
	6	36	8	4	WodFless
	7	36	126	4	SynStrg3
	8	36	127	4	Glasses

GBN	Var	PC	CC00	CC32	Name
A55		37	0	4	Slap 1
	1	37	1	4	SlapPop
	2	37	8	4	ResoSlap
	3	37	9	4	Unison
	4	37	126	4	SynStrg3
	5	37	127	4	Soundtrk
A56		38	0	4	SlapBas2
	1	38	1	4	SlapBas3
	2	38	8	4	FM Slap
	3	38	126	4	Organ 1
	4	38	127	4	Atmosph
A57		39	0	4	SynBass1
	1	39	1	4	Synth101
	2	39	2	4	CS Bass
	3	39	3	4	JP-4Bass
	4	39	4	4	JP-8Bass
	5	39	5	4	P5Bass
	6	39	6	4	JPMGBass
	7	39	8	4	AcidBass
	8	39	9	4	TB303Bas
	9	39	10	4	TeknoBas
	10	39	11	4	TB303Bs2
	11	39	12	4	KckTB303
	12	39	13	4	TB303Saw
	13	39	14	4	Ruber303
	14	39	15	4	Reso303
	15	39	16	4	ResoSHBs
	16	39	17	4	TB303Sqr
	17	39	18	4	TB303Dis
	18	39	19	4	ClaviBas
	19	39	20	4	Hammer
	20	39	21	4	JungleBs
	21	39	22	4	SquareB
	22	39	23	4	SquareB2
	23	39	24	4	Arpeggio
	24	39	32	4	Hit&Saw
	25	39	33	4	RingBass
	26	39	34	4	AtkSineB
	27	39	35	4	OBsineB
	28	39	36	4	Auxiliar
	29	39	40	4	303Dist
	30	39	41	4	303Dist2
	31	39	42	4	303Dist3
	32	39	43	4	303SqRev
	33	39	44	4	TeeBee
	34	39	126	4	Organ 1
	35	39	127	4	WarmBell
A58		40	0	4	SynBass2
	1	40	1	4	SynBs201
	2	40	2	4	Modular
	3	40	3	4	Seq Bass
	4	40	4	4	MG Bass
	5	40	5	4	MgOctBs1
	6	40	6	4	MgOctBs2
	7	40	7	4	MGBlipBs
	8	40	8	4	BeefFMBs
	9	40	9	4	DlyBass
	10	40	10	4	XWireBas
	11	40	11	4	WireStrB
	12	40	12	4	BlipBass
	13	40	13	4	RuberBs1
	14	40	14	4	SynBellB
	15	40	15	4	Odd Bass
	16	40	16	4	RuberBs2
	17	40	17	4	SH101Bs1
	18	40	18	4	SH101Bs2
	19	40	19	4	SmoothBs
	20	40	20	4	SH101Bs3
	21	40	21	4	SpikeBas
	22	40	22	4	HouseBas
	23	40	23	4	KG Bass
	24	40	24	4	SyncBass
	25	40	25	4	MG5thBas
	26	40	26	4	RND Bass
	27	40	27	4	WowMGBas
	28	40	28	4	BubbleBs
	29	40	30	4	SyncBas2
	30	40	31	4	PulseMix
	31	40	32	4	MGDistBs
	32	40	34	4	3rdBass
	33	40	35	4	MGOctBas
	34	40	36	4	SlowEnv
	35	40	37	4	MildBass
	36	40	38	4	DistEnv
	37	40	39	4	MGLight
	38	40	40	4	DistSyn
	39	40	41	4	RiseBas
	40	40	42	4	CyberBas
	41	40	45	4	LightSyn
	42	40	46	4	PopSynth
	43	40	47	4	101Bass
	44	40	126	4	Organ 1
	45	40	127	4	FunnyVox

GBN	Var	PC	CC00	CC32	Name
A61		41	0	4	Violin
	1	111	116	4	Rababa
	2	41	1	4	ViolinAk
	3	41	8	4	SlViolin
	4	41	126	4	Organ 2
	5	41	127	4	EchoBell
A62		42	0	4	Viola
	1	40	116	4	FlViolVb
	2	41	116	4	FolkViol
	3	42	1	4	ViolaAtk
	4	42	126	4	Organ 1
	5	42	127	4	Ice Rain
A63		43	0	4	Cello
	1	43	1	4	CelloAtk
	2	43	126	4	Organ 1
	3	43	127	4	Oboe2001
A64		44	0	4	Contrabs
	1	44	126	4	Organ 2
	2	44	127	4	Echo Pan
A65		45	0	4	TremStrg
	1	45	2	4	TremStrS
	2	45	8	4	SlowTrem
	3	45	9	4	Suspens
	4	45	10	4	Suspens2
	5	45	126	4	Organ 2
	6	45	127	4	DoctSolo
A66		46	0	4	Pizzicat
	1	46	1	4	Vcs&Cbs
	2	46	2	4	Chamber
	3	46	3	4	StPizz
	4	46	8	4	SoloPizz
	5	46	16	4	SoloSpic
	6	46	17	4	StrgSpic
	7	46	126	4	Organ 2
	8	46	127	4	SchlDaz
A67		47	0	4	Harp
	1	47	1	4	Harp&Str
	2	47	2	4	Harp St
	3	47	8	4	UillHarp
	4	47	16	4	Syn Harp
	5	47	24	4	YangQin
	6	47	25	4	YangQin2
	7	47	26	4	SYangQin
	8	47	126	4	Trumpet
	9	47	127	4	Bellsing
A68		48	0	4	Timpani
	1	48	126	4	Trumpet
	2	48	127	4	Square
A71		49	0	4	Strings
	1	11	116	4	StrngOct
	2	49	1	4	Bright
	3	49	2	4	Chamber
	4	49	3	4	CellSect
	5	49	4	4	Bright 2
	6	49	5	4	Bright 3
	7	49	6	4	QuadStrg
	8	49	7	4	MildStrg
	9	49	8	4	Orchest
	10	49	9	4	Orchest2
	11	49	10	4	Tremolo
	12	49	11	4	ChoirStr
	13	49	12	4	StrgHorn
	14	49	13	4	StrFlute
	15	49	14	4	ChoirSt2
	16	49	15	4	ChoirSt3
	17	49	16	4	StStrng
	18	49	17	4	StStrng2
	19	49	18	4	StStrng3
	20	49	19	4	Orchest3
	21	49	20	4	Orchest4
	22	49	24	4	VeloStrg
	23	49	32	4	OctStrg1
	24	49	33	4	OctStrg2
	25	49	34	4	CBassSec
	26	49	40	4	60sStrng
	27	49	126	4	Trombone
	28	49	127	4	StrSect1
A72		50	0	4	SlowStr
	1	50	1	4	SlowStr2
	2	50	2	4	SlowStr3
	3	50	8	4	LegatStr
	4	50	9	4	WarmStrg
	5	50	10	4	StSlow
	6	50	11	4	StSlow2
	7	50	12	4	StChoir
	8	50	13	4	StChoir2
	9	50	126	4	Trombone
	10	50	127	4	StrSect2

GBN	Var	PC	CC00	CC32	Name
A73		51	0	4	SynStrg1
	1	51	1	4	OBString
	2	51	2	4	StackStr
	3	51	3	4	JPString
	4	51	4	4	ChrusStr
	5	51	8	4	SynStrg3
	6	51	9	4	SynStrg4
	7	51	10	4	SynStrg6
	8	51	11	4	SynStrg7
	9	51	12	4	LoFiStrg
	10	51	16	4	HighStrg
	11	51	17	4	Hybrid
	12	51	24	4	TronStrg
	13	51	25	4	NoizStrg
	14	51	126	4	Trombone
	15	51	127	4	StrSect3
A74		52	0	4	SynStrg2
	1	52	1	4	SynStrg5
	2	52	2	4	JUNOStrg
	3	52	3	4	Filtered
	4	52	4	4	JPSawStr
	5	52	5	4	Hybrid 2
	6	52	6	4	DistStrg
	7	52	7	4	JUNOFull
	8	52	8	4	AirStrng
	9	52	9	4	AtkSynSt
	10	52	10	4	Straight
	11	52	126	4	Trombone
	12	52	127	4	Pizzicat
A75		53	0	4	ChoirAhs
	1	53	8	4	StChoirA
	2	53	9	4	MeltedCh
	3	53	10	4	ChurchCh
	4	53	11	4	BoysCho1
	5	53	12	4	BoysCho2
	6	53	13	4	StBoysCh
	7	53	14	4	RichCho
	8	53	16	4	ChoHahs
	9	53	24	4	ChoLahs
	10	53	32	4	ChoAahs
	11	53	33	4	MAahStr
	12	53	48	4	vChoAahs
	13	53	49	4	vMeltedC
	14	53	50	4	vChurchC
	15	53	51	4	vChoHahs
	16	53	52	4	vChoLahs
	17	53	53	4	vChoAahs
	18	53	54	4	vMAahStr
	19	53	126	4	Trombone
	20	53	127	4	Violin 1
A76		54	0	4	VoiceOhs
	1	54	1	4	ChorOohs
	2	54	2	4	VoiceOh2
	3	54	3	4	ChorOhs2
	4	54	4	4	OohsMaj7
	5	54	5	4	OohsSus4
	6	54	6	4	JazzScat
	7	54	8	4	VoicDahs
	8	54	9	4	JzVoiDat
	9	54	10	4	JzVoiBap
	10	54	11	4	JzVoiDow
	11	54	12	4	JzVoiThu
	12	54	16	4	VoLahFem
	13	54	17	4	ChLahFem
	14	54	18	4	VoLuhFem
	15	54	19	4	ChLuhFem
	16	54	20	4	VoLanFem
	17	54	21	4	ChLanFem
	18	54	22	4	VoAahFem
	19	54	23	4	VoUuhFem
	20	54	24	4	FLah&Lan
	21	54	32	4	VoiceWah
	22	54	33	4	ChoWahMa
	23	54	34	4	VoicWohM
	24	54	35	4	ChWohMal
	25	54	36	4	VoicAahM
	26	54	37	4	VoicOohM
	27	54	40	4	Humming
	28	54	48	4	vVoiOhs
	29	54	49	4	vVoiOhs2
	30	54	50	4	vOhsMaj7
	31	54	51	4	vOhsSus4
	32	54	52	4	vVoiDahs
	33	54	53	4	vJzVoDat
	34	54	54	4	vJzVoBap
	35	54	55	4	vJzVoDow
	36	54	56	4	vJzVoxTh
	37	54	126	4	Trombone
	38	54	127	4	Violin 2
A77		55	0	4	SynVox
	1	55	1	4	SynVox 2
	2	55	2	4	SynVox 3
	3	55	8	4	SynVoic
	4	55	9	4	SilNight
	5	55	10	4	SynVoic2
	6	55	16	4	VP330Ch
	7	55	17	4	VinylCho
	8	55	18	4	JX-8PVox

GBN	Var	PC	CC00	CC32	Name
A77	9	55	19	4	AnalogVo
	10	55	126	4	Alto Sax
	11	55	127	4	Cello 1
A78		56	0	4	Orch Hit
	1	56	1	4	Bass Hit
	2	56	2	4	6th Hit
	3	56	3	4	Euro Hit
	4	56	8	4	Impact
	5	56	9	4	Philly
	6	56	10	4	Double
	7	56	11	4	PercHit
	8	56	12	4	ShockWav
	9	56	13	4	Bounce
	10	56	14	4	DrillHit
	11	56	15	4	Thrill
	12	56	16	4	LoFiRave
	13	56	17	4	TechnoHt
	14	56	18	4	Dist Hit
	15	56	19	4	Bam Hit
	16	56	20	4	Bit Hit
	17	56	21	4	Bim Hit
	18	56	22	4	Technorg
	19	56	23	4	Rave Hit
	20	56	24	4	StrngHit
	21	56	25	4	StackHit
	22	56	26	4	Industry
	23	56	27	4	Clap Hit
	24	56	126	4	TenorSax
	25	56	127	4	Cello 2
A81		57	0	4	Trumpet
	1	57	1	4	Trumpet2
	2	57	2	4	Trumpet:
	3	57	3	4	Dark Tp
	4	57	4	4	Tp&Nz
	5	57	8	4	FlgHorn
	6	57	16	4	4th Tps
	7	57	24	4	BrightTp
	8	57	25	4	WarmTp
	9	57	26	4	WarmTp2
	10	57	27	4	Twin Tp
	11	57	48	4	v Trump
	12	57	49	4	vRomtcTp
	13	57	50	4	vMariach
	14	57	51	4	vRom/Mar
	15	57	52	4	vMar/Shk
	16	57	53	4	vTpShake
	17	57	54	4	v Trump2
	18	57	55	4	vFlgHorn
	19	57	56	4	v4thTpts
	20	57	126	4	BaritSax
	21	57	127	4	Contrabs
A82		58	0	4	Trombon
	1	122	116	4	Mizmar
	2	123	116	4	MizmrOct
	3	58	1	4	Trombon2
	4	58	2	4	TwinBnes
	5	58	3	4	BnesTuba
	6	58	4	4	BrightTb
	7	58	8	4	BsTromb
	8	58	16	4	Euphnium
	9	58	48	4	v Tromb
	10	58	49	4	v Tromb2
	11	58	50	4	vTwBones
	12	58	51	4	v Bs Tbn
	13	58	52	4	v Euph
	14	58	126	4	Alto Sax
	15	58	127	4	Harp 1
A83		59	0	4	Tuba
	1	126	116	4	MizmarDu
	2	124	116	4	MizmrTrV
	3	59	1	4	Tuba 2
	4	59	8	4	TubaHorn
	5	59	47	4	Tuba 3
	6	59	126	4	Brass 1
	7	59	127	4	Harp 2
A84		60	0	4	Mute Tp
	1	127	116	4	Arghoul
	2	60	1	4	CupMuteT
	3	60	2	4	MutedTp2
	4	60	3	4	MutedTp3
	5	60	8	4	MuteHorn
	6	60	48	4	vMuteTp1
	7	60	49	4	vMuteTp2
	8	60	126	4	Brass 1
	9	60	127	4	Guitar 1
A85		61	0	4	Fr Horns
	1	61	3	4	WideHrns
	2	61	8	4	FHrnSlow
	3	61	9	4	DualHorn
	4	61	16	4	Syn Horn
	5	61	24	4	FHornRip
	6	61	126	4	Brass 2
	7	61	127	4	Guitar 2

GBN	Var	PC	CC00	CC32	Name
A86		62	0	4	Brass 1
	1	42	116	4	BrassOct
	2	62	1	4	Brass ff
	3	62	2	4	BnesSect
	4	62	3	4	StBrassf
	5	62	4	4	QuaBras1
	6	62	5	4	QuaBras2
	7	62	8	4	Brass 2
	8	62	9	4	Brass 3
	9	62	10	4	BrassSfz
	10	62	12	4	BrasSfz2
	11	62	14	4	FatPopBr
	12	62	16	4	Br Fall
	13	62	17	4	Tp Fall
	14	62	25	4	Br Reed
	15	62	26	4	Fat Reed
	16	62	32	4	OrchBrs
	17	62	33	4	OrchBrs2
	18	62	35	4	StFatPop
	19	62	36	4	StOrchB1
	20	62	37	4	StOrchB2
	21	62	38	4	StOrchB3
	22	62	43	4	2TpsTb
	23	62	44	4	2TpsTbSx
	24	62	45	4	BigBand
	25	62	46	4	BriteBrs
	26	62	47	4	PowerBrs
	27	62	126	4	Brass 2
	28	62	127	4	ElecGtr1
A87		63	0	4	SynBras1
	1	63	3	4	SH-5Bras
	2	63	5	4	JumpBrs
	3	63	8	4	ProBrass
	4	63	9	4	P5Brass
	5	63	10	4	OrSynBrs
	6	63	17	4	HybridBr
	7	63	19	4	BPFBrass
	8	63	126	4	Brass 1
	9	63	127	4	ElecGtr2
A88		64	0	4	SynBras2
	1	64	3	4	SynBras3
	2	64	6	4	DeepSynB
	3	64	11	4	DistSqrB
	4	64	12	4	JP8000Sw
	5	64	17	4	Transbrs
	6	64	47	4	Henry IV
	7	64	126	4	OrchHit
	8	64	127	4	Sitar
B11		65	0	4	SoprSax
	1	66	116	4	OrienSax
	2	65	8	4	SoprExp
	3	65	127	4	AcouBas1
B12		66	0	4	Alto Sax
	1	66	8	4	AltoExp
	2	66	9	4	Grow Sax
	3	66	16	4	Alto+Tp
	4	66	17	4	SaxSect
	5	66	46	4	AltoSoft
	6	66	47	4	AltoSax2
	8	66	127	4	AcouBas2
B13		67	0	4	TenorSax
	1	67	1	4	Tenor:
	2	67	8	4	BreathTn
	3	67	9	4	St Tenor
	4	67	44	4	Latin Tn
	5	67	45	4	Tenor F
	6	67	46	4	Blown Tn
	7	67	47	4	Super Tn
	8	67	127	4	ElecBas1
B14		68	0	4	Baritone
	1	68	1	4	Bari Sax
	2	68	8	4	Bari&Tn
	3	68	127	4	ElecBas2
B15		69	0	4	Oboe
	1	69	8	4	Oboe Exp
	2	69	16	4	MltiReed
	3	69	127	4	SlapBas1
B16		70	0	4	EnglHorn
	1	70	127	4	SlapBas2
B17		71	0	4	Bassoon
	1	71	127	4	Fretles1
B18		72	0	4	Clarinet
	1	72	8	4	BsClarin
	2	72	16	4	MltiWind
	3	72	17	4	QuadWind
	4	72	127	4	Fretles2

GBN	Var	PC	CC00	CC32	Name
B21		73	0	4	Piccolo
	1	73	1	4	Piccolo:
	2	73	8	4	WrmPiclo
	3	73	9	4	WPicloTr
	4	73	16	4	Di
	5	73	127	4	Flute 1
B22		74	0	4	Flute
	1	74	1	4	Flute 2
	2	74	2	4	FluteExp
	3	74	3	4	Traverso
	4	74	8	4	FluteVln
	5	74	9	4	PipeReed
	6	74	16	4	TronFlut
	7	74	17	4	IndiFlut
	8	74	48	4	v Flute
	9	74	49	4	v Exp
	10	74	50	4	vTravers
	11	74	51	4	vTronFlt
	12	74	127	4	Flute 2
B23		75	0	4	Recorder
	1	75	127	4	Piccolo1
B24		76	0	4	PanFlute
	1	76	8	4	WrmPFlut
	2	76	16	4	Zampona
	3	76	17	4	Zamp Atk
	4	76	24	4	TinWhist
	5	76	25	4	TWhtslNm
	6	76	26	4	TWhtslOr
	7	76	46	4	TWhtsle2
	8	76	47	4	PanFlut2
	9	76	127	4	Piccolo2
B25		77	0	4	BotBlow
	1	77	46	4	TheBottl
	2	77	47	4	BotBlow2
	3	77	127	4	Recorder
B26		78	0	4	Shakuhac
	1	78	1	4	Shakuha:
	2	78	47	4	ShaBambo
	3	78	127	4	PanPipes
B27		79	0	4	Whistle
	1	79	1	4	Whistle2
	2	79	127	4	Sax 1
B28		80	0	4	Ocarina
	1	80	127	4	Sax 2
B31		81	0	4	Square W
	1	81	1	4	MGSquare
	2	81	2	4	Hollow M
	3	81	3	4	MellowFM
	4	81	4	4	CC Solo
	5	81	5	4	Shmoog
	6	81	6	4	LMSquare
	7	81	7	4	JP8000TW
	8	81	8	4	2600Sine
	9	81	9	4	SineLead
	10	81	10	4	KGLead
	11	81	11	4	TwinSine
	12	81	16	4	P5Square
	13	81	17	4	OBSquare
	14	81	18	4	JPSquare
	15	81	19	4	DisSquar
	16	81	20	4	303Squa1
	17	81	21	4	303Squa2
	18	81	22	4	303MixSq
	19	81	23	4	2Sqr&Saw
	20	81	25	4	JP8Pls1
	21	81	26	4	JP8Pls2
	22	81	27	4	MGResPls
	23	81	28	4	JP8Pls3
	24	81	29	4	260Ring
	25	81	30	4	303Dist
	26	81	31	4	JP8000 D
	27	81	32	4	HipHopSn
	28	81	33	4	HipHopSq
	29	81	34	4	HipHopPl
	30	81	35	4	FluxPuls
	31	81	127	4	Sax3
B32		82	0	4	SawWave
	1	82	1	4	OB2 Saw
	2	82	2	4	PulseSaw
	3	82	3	4	FelineGR
	4	82	4	4	Big Lead
	5	82	5	4	VeloLead
	6	82	6	4	GR-300
	7	82	7	4	LA Saw
	8	82	8	4	DoctSolo
	9	82	9	4	FatSawLd
	10	82	10	4	JP8000 S
	11	82	11	4	D50FatSw
	12	82	12	4	OBDblSaw
	13	82	13	4	JPDblSaw
	14	82	14	4	FatSawL2
	15	82	15	4	JPSupSaw
	16	82	16	4	WaspySyn

GBN	Var	PC	CC00	CC32	Name
B32	17	82	18	4	CSSawLd
	18	82	24	4	MG Saw 1
	19	82	25	4	MG Saw 2
	20	82	27	4	OB Saw 2
	21	82	28	4	D-50 Saw
	22	82	29	4	SH101Saw
	23	82	30	4	CS Saw
	24	82	31	4	MGSawLd
	25	82	33	4	P5SawLd
	26	82	34	4	MGunison
	27	82	35	4	OctSawLd
	28	82	36	4	NaturLd
	29	82	38	4	Synchron
	30	82	40	4	SeqSaw1
	31	82	41	4	SeqSaw2
	32	82	42	4	Reso Saw
	33	82	43	4	CheeseS1
	34	82	44	4	CheeseS2
	35	82	45	4	RhythSaw
	36	82	47	4	TechnSaw
	37	82	127	4	Sax 4
B33		83	0	4	SynCall
	1	83	2	4	PurePanL
	2	83	8	4	LMPureLd
	3	83	9	4	LMBlowLd
	4	83	127	4	Clarint1
B34		84	0	4	ChifferL
	1	84	2	4	HybridLd
	2	84	3	4	UniSqrLd
	3	84	4	4	FatSoloL
	4	84	5	4	Forceful
	5	84	6	4	OcUnison
	6	84	7	4	UnisonSw
	7	84	9	4	Crowding
	8	84	10	4	DoubleSq
	9	84	47	4	PureFlat
	10	84	127	4	Clarint2
B35		85	0	4	Charang
	1	85	1	4	WireLead
	2	85	2	4	FBCharng
	3	85	3	4	FatGRLd
	4	85	4	4	WindGRLd
	5	85	5	4	MellGRLd
	6	85	6	4	GR&Pulse
	7	85	8	4	DistLead
	8	85	9	4	AcidGtr1
	9	85	11	4	DancDst
	10	85	12	4	DancDst2
	11	85	16	4	P5SyncLd
	12	85	17	4	FatSyncL
	13	85	18	4	RockLead
	14	85	19	4	5thDecaS
	15	85	21	4	DualSncL
	16	85	22	4	LABrassL
	17	85	24	4	JUNOSubO
	18	85	25	4	2600SubO
	19	85	26	4	JPFdOsc
	20	85	127	4	Oboe
B36		86	0	4	SoloVox
	1	86	1	4	SoloVox2
	2	86	8	4	VoxLead
	3	86	9	4	LFO Vox
	4	86	10	4	VoxLead2
	5	86	127	4	EnglHorn
B37		87	0	4	5thSawW
	1	87	1	4	BigFives
	2	87	2	4	5th Lead
	3	87	4	4	5thPulse
	4	87	5	4	JP5thSaw
	5	87	6	4	JP80005t
	6	87	8	4	4th Lead
	7	87	127	4	Bassoon
B38		88	0	4	BassLead
	1	88	1	4	Big&Raw
	2	88	2	4	FatPerky
	3	88	3	4	JUNORave
	4	88	4	4	JP8BsLd1
	5	88	5	4	JP8BsLd2
	6	88	6	4	SH-5BsLd
	7	88	7	4	DelayedL
	8	88	127	4	Harmonic
B41		89	0	4	Fantasia
	1	89	1	4	Fantasi2
	2	89	2	4	NewAge
	3	89	3	4	BelHeavn
	4	89	4	4	Fantasi3
	5	89	5	4	Fantasi4
	6	89	6	4	After D!
	7	89	7	4	260Harm
	8	89	44	4	EPHeaven
	9	89	45	4	HeavnKey
	10	89	46	4	BriteSaw
	11	89	47	4	SugarKey
	12	89	127	4	Trumpet1

GBN	Var	PC	CC00	CC32	Name
B42		90	0	4	Warm Pad
	1	90	1	4	ThickMtx
	2	90	2	4	Horn Pad
	3	90	3	4	RotarStr
	4	90	4	4	OBSfPad
	5	90	5	4	Sine Pad
	6	90	6	4	OBSfPad2
	7	90	8	4	OctavPad
	8	90	9	4	StackPad
	9	90	10	4	HumanPad
	10	90	11	4	SyncBrsP
	11	90	12	4	OctPWM
	12	90	13	4	JPSftPad
	13	90	43	4	PWMSfPad
	14	90	44	4	LFOSweep
	15	90	45	4	Stacked
	16	90	46	4	SawStrng
	17	90	47	4	WarmJPSt
	18	90	127	4	Trumpet2
B43		91	0	4	PolySyn
	1	91	1	4	80PolySy
	2	91	2	4	PolySyn2
	3	91	3	4	PolyKing
	4	91	4	4	SuperPly
	5	91	8	4	PowStack
	6	91	9	4	OctStack
	7	91	10	4	ResStack
	8	91	11	4	TecStack
	9	91	12	4	PulStack
	10	91	13	4	TwinOctR
	11	91	14	4	Oct.Rave
	12	91	15	4	HappySyn
	13	91	16	4	FFWSweep
	14	91	17	4	REVSweep
	15	91	24	4	MinorRav
	16	91	46	4	UnsonSaw
	17	91	47	4	SuperSaw
	18	91	127	4	Trombne1
B44		92	0	4	SpaceVce
	1	92	1	4	HeavenII
	2	92	2	4	SCHeaven
	3	92	3	4	Itopia
	4	92	4	4	WaterSpc
	5	92	5	4	ColdSpc
	6	92	6	4	NoisePk
	7	92	7	4	BmbooHit
	8	92	8	4	CosmcVce
	9	92	9	4	Auh Vox
	10	92	10	4	AuhAuh
	11	92	11	4	Vocrdman
	12	92	12	4	HolyVoic
	13	92	43	4	JP8Hntng
	14	92	44	4	JP8Hollo
	15	92	45	4	SquarePd
	16	92	46	4	Pipe Pad
	17	92	47	4	WarmSqrP
	18	92	127	4	Trombne2
B45		93	0	4	BowedGls
	1	93	1	4	SoftBell
	2	93	2	4	JP8SqrPd
	3	93	3	4	7thBelPd
	4	93	4	4	SteelGls
	5	93	5	4	BottleSk
	6	93	47	4	Gtr Pad
	7	93	127	4	Fr Horn1
B46		94	0	4	MetalPad
	1	94	1	4	Tine Pad
	2	94	2	4	PannerPd
	3	94	3	4	SteelPad
	4	94	4	4	SpecialR
	5	94	5	4	MetalPd2
	6	94	127	4	Fr Horn2
B47		95	0	4	Halo Pad
	1	95	1	4	Vox Pad
	2	95	2	4	VoxSweep
	3	95	8	4	HorrorPd
	4	95	9	4	SynVoxP
	5	95	10	4	SynVoxP2
	6	95	11	4	BrthRise
	7	95	12	4	TearsVce
	8	95	127	4	Tuba
B48		96	0	4	SweepPad
	1	96	1	4	PolarPad
	2	96	2	4	AmbntBPF
	3	96	3	4	Sync Pad
	4	96	4	4	Warriors
	5	96	8	4	Converge
	6	96	9	4	Shwimmer
	7	96	10	4	CelestPd
	8	96	11	4	BagSweep
	9	96	12	4	SweepPip
	10	96	13	4	SweepStk
	11	96	14	4	DepSweep
	12	96	15	4	StrayPad

GBN	Var	PC	CC00	CC32	Name
B48	13	96	46	4	SftSweep
	14	96	47	4	SawSweep
	15	96	127	4	BrsSect1
B51		97	0	4	Ice Rain
	1	97	1	4	HarmRain
	2	97	2	4	AfrcWood
	3	97	3	4	AnklungP
	4	97	4	4	RattlePd
	5	97	5	4	SImpulse
	6	97	6	4	StrangeS
	7	97	7	4	FstFWDPd
	8	97	8	4	ClaviPad
	9	97	9	4	EP Pad
	10	97	10	4	TambraPd
	11	97	11	4	CP Pad
	12	97	127	4	BrsSect2
B52		98	0	4	Soundtrk
	1	98	1	4	Ancestrl
	2	98	2	4	Prolog
	3	98	3	4	Prolog 2
	4	98	4	4	HolsStrg
	5	98	5	4	HistoryW
	6	98	8	4	Rave
	7	98	127	4	Vibe 1
B53		99	0	4	Crystal
	1	99	1	4	SMallet
	2	99	2	4	SCrystal
	3	99	3	4	RoundGlk
	4	99	4	4	LoudGlk
	5	99	5	4	GlkChime
	6	99	6	4	ClearBel
	7	99	7	4	XmasBell
	8	99	8	4	VbraBell
	9	99	9	4	DigBells
	10	99	10	4	MsicBell
	11	99	11	4	AnlgBell
	12	99	12	4	BlowBell
	13	99	13	4	HyperBel
	14	99	16	4	ChorBell
	15	99	17	4	AirBells
	16	99	18	4	BellHarp
	17	99	19	4	Gmelimba
	18	99	20	4	JUNOBell
	19	99	21	4	JP Bell
	20	99	22	4	PizzBell
	21	99	23	4	Bot Bell
	22	99	127	4	Vibe 2
B54		100	0	4	Atmosph
	1	100	1	4	WarmAtm
	2	100	2	4	NylnHarp
	3	100	3	4	Harpvox
	4	100	4	4	HlReleas
	5	100	5	4	NylnRhod
	6	100	6	4	AmbntPad
	7	100	7	4	Invisibl
	8	100	8	4	PulseKey
	9	100	9	4	NoisePno
	10	100	10	4	HeavenAt
	11	100	11	4	TambraAt
	12	100	127	4	SyMallet
B55		101	0	4	Bghtness
	1	101	1	4	ShinStar
	2	101	2	4	OB Stab
	3	101	3	4	BrasStar
	4	101	4	4	ChoirStb
	5	101	5	4	D50Rtour
	6	101	6	4	SouthWnd
	7	101	7	4	SymbBell
	8	101	8	4	Org Bell
	9	101	127	4	Windbell
B56		102	0	4	Goblin
	1	102	1	4	Goblinsn
	2	102	2	4	50sSciFi
	3	102	3	4	Abductn
	4	102	4	4	Auhbient
	5	102	5	4	LFO Pad
	6	102	6	4	Rnd Str
	7	102	7	4	Rnd Pad
	8	102	8	4	LowBirds
	9	102	9	4	FallDown
	10	102	10	4	LFO RAVE
	11	102	11	4	LFOHrror
	12	102	12	4	LFOTchno
	13	102	13	4	Alternat
	14	102	14	4	UFO FX
	15	102	15	4	GarglMan
	16	102	16	4	Sweep FX
	17	102	17	4	LMHasCom
	18	102	18	4	FInsect
	19	102	19	4	LFO RAVE
	20	102	20	4	JstBefor
	21	102	21	4	RndFChro
	22	102	22	4	RndEndng
	23	102	23	4	Rnd Sine
	24	102	24	4	Eating F
	25	102	25	4	NoisSawH

GBN	Var	PC	CC00	CC32	Name
B56	26	102	26	4	PourMgic
	27	102	27	4	DancDril
	28	102	28	4	DirtStck
	29	102	29	4	Big Blue
	30	102	30	4	StatcHit
	31	102	31	4	AtlModFX
	32	102	32	4	AcidCopt
	33	102	127	4	Glock
B57		103	0	4	EchoDrop
	1	103	1	4	EchoBell
	2	103	2	4	EchoPan
	3	103	3	4	EchoPan2
	4	103	4	4	BigPnner
	5	103	5	4	ResPnner
	6	103	6	4	WaterPno
	7	103	7	4	EchoSyBs
	8	103	8	4	PanSeque
	9	103	9	4	Aqua
	10	103	10	4	PnningLd
	11	103	11	4	PnningBr
	12	103	127	4	TubeBell
B58		104	0	4	StarThm
	1	104	1	4	StarThm2
	2	104	2	4	StarMind
	3	104	3	4	StarDust
	4	104	4	4	RepTrnce
	5	104	5	4	Etherlty
	6	104	6	4	MysticPd
	7	104	8	4	DreamPd
	8	104	9	4	SilkyPad
	9	104	10	4	DreamPd2
	10	104	11	4	SilkyPd2
	11	104	16	4	Ncentury
	12	104	17	4	7thAtmos
	13	104	18	4	GalaxWay
	14	104	19	4	RisngOSC
	15	104	127	4	Xylophon
B61		105	0	4	Sitar
	1	105	1	4	Sitar 2
	2	105	2	4	DetSitar
	3	105	3	4	Sitar 3
	4	105	4	4	SitarDrn
	5	105	5	4	Sitar 4
	6	105	8	4	Tambra
	7	105	16	4	Tamboura
	8	105	127	4	Marimba
B62		106	0	4	Banjo
	1	106	1	4	MutBanjo
	2	106	8	4	Rabab
	3	106	9	4	San Xian
	4	106	16	4	Gopichnt
	5	106	24	4	BsBanjo
	6	106	28	4	BsBnjStr
	7	106	32	4	Pi Pa
	8	106	127	4	Koto
B63		107	0	4	Shamisen
	1	107	1	4	Tsugaru
	2	107	8	4	SynShams
	3	107	127	4	Sho
B64		108	0	4	Koto
	1	108	1	4	Gu Zheng
	2	108	8	4	TaishKot
	3	108	16	4	MutdKoto
	4	108	19	4	MtKotoCh
	5	108	24	4	Oct Harp
	6	108	127	4	Shakuhac
B65		109	0	4	Kalimba
	1	109	8	4	Sanza
	2	109	9	4	Bodhran
	3	109	10	4	BodhranM
	4	109	127	4	Whistle1
B66		110	0	4	Bagpipe
	1	110	8	4	Didgerid
	2	110	9	4	UillnPip
	3	110	10	4	UillnP N
	4	110	11	4	UillnPOr
	5	110	127	4	Whistle2
B67		111	0	4	Fiddle
	1	111	8	4	Er Hu
	2	111	9	4	Gao Hu
	3	111	127	4	Bottlebl
B68		112	0	4	Shanai
	1	112	1	4	Shanai 2
	2	112	8	4	Pungi
	3	112	16	4	Hichirik
	4	112	24	4	Suona3
	5	112	32	4	Suona 1
	6	112	33	4	Suona 2
	7	112	127	4	BreathPi

GBN	Var	PC	CC00	CC32	Name
B71		113	0	4	TinkBell
	1	113	8	4	Bonang
	2	113	9	4	Gender
	3	113	10	4	GmlanGng
	4	113	11	4	StGmelan
	5	113	12	4	Jang Gu
	6	113	13	4	Jegogan
	7	113	14	4	Jublag
	8	113	15	4	Pemade
	9	113	16	4	RamaCymb
	10	113	17	4	Kajar
	11	113	18	4	Kelontk
	12	113	19	4	KelontkM
	13	113	20	4	KelontkS
	14	113	21	4	KopyakOp
	15	113	22	4	KopyakMt
	16	113	23	4	CengCeng
	17	113	24	4	Reyoung
	18	113	25	4	Kempur
	19	113	32	4	JnglCrsh
	20	113	40	4	CrshMenu
	21	113	41	4	RidCymM
	22	113	42	4	RidBellM
	23	113	47	4	CymblRol
	24	113	127	4	Timpani
B72		114	0	4	Agogo
	1	114	8	4	Atarigan
	2	114	16	4	Tambourn
	3	114	127	4	MelodTom
B73		115	0	4	SteelDrm
	1	115	1	4	IslandMl
	2	115	127	4	DeepSnar
B74		116	0	4	Woodblck
	1	116	8	4	Castants
	2	116	16	4	Angklung
	3	116	17	4	AngkRthm
	4	116	24	4	FingSnap
	5	116	32	4	909HClap
	6	116	40	4	HndClapM
	7	116	127	4	ElcPerc1
B75		117	0	4	Taiko
	1	117	1	4	SmlTaiko
	2	117	8	4	ConcrtBd
	3	117	9	4	ConcBdMt
	4	117	16	4	JungleBD
	5	117	17	4	TechnoBD
	6	117	18	4	Bounce
	7	117	24	4	KendngWd
	8	117	25	4	Bebarngn
	9	117	26	4	Pelegong
	10	117	27	4	Dholak 1
	11	117	28	4	Dholak 2
	12	117	32	4	JnglBRol
	13	117	40	4	KickMnu1
	14	117	41	4	KickMnu2
	15	117	42	4	KickMnu3
	16	117	43	4	KickMnu4
	17	117	127	4	ElcPerc2
B76		118	0	4	MeloTom1
	1	118	1	4	RealTom
	2	118	2	4	RealTom2
	3	118	3	4	Jazz Tom
	4	118	4	4	BrushTom
	5	118	8	4	MeloTom2
	6	118	9	4	Rock Tom
	7	118	16	4	Rash SD
	8	118	17	4	House SD
	9	118	18	4	JungleSD
	10	118	19	4	909 SD
	11	118	24	4	JnglSRol
	12	118	40	4	SD Menu1
	13	118	41	4	SD Menu2
	14	118	42	4	SD Menu3
	15	118	43	4	SD Menu4
	16	118	44	4	SD Menu5
	17	118	127	4	Taiko
B77		119	0	4	SynthDrm
	1	119	8	4	808 Tom
	2	119	9	4	ElecPerc
	3	119	10	4	SinePerc
	4	119	11	4	606Tom
	5	119	12	4	909Tom
	6	119	13	4	606DstTm
	7	119	127	4	TaikoRim
B78		120	0	4	Rev Cym
	1	120	1	4	Rev Cym2
	2	120	2	4	Rev Cym3
	3	120	3	4	Rev Cym4
	4	120	8	4	RevSnar1
	5	120	9	4	RevSnar2
	6	120	16	4	RevKick1
	7	120	17	4	RevConBD
	8	120	24	4	RevTom 1
	9	120	25	4	RevTom 2
	10	120	26	4	RevTom 3

GBN	Var	PC	CC00	CC32	Name
B78	11	120	27	4	RevTom 4
	12	120	40	4	RevSDMn1
	13	120	41	4	RevSDMn2
	14	120	42	4	RevSDMn3
	15	120	43	4	RevBDMn1
	16	120	44	4	RevBDMn2
	17	120	45	4	RevBDMn3
	18	120	46	4	RevClpMn
	19	120	127	4	Cymbal
B81		121	0	4	GFretNz
	1	121	1	4	GCutNz
	2	121	2	4	StrgSlap
	3	121	3	4	GCutNz2
	4	121	4	4	DistCutN
	5	121	5	4	BassSlid
	6	121	6	4	PckScrap
	7	121	8	4	GtFXMenu
	8	121	9	4	BartkPiz
	9	121	10	4	Gtr Slap
	10	121	11	4	ChrdStrk
	11	121	12	4	BiwaStrk
	12	121	13	4	BiwaTrem
	13	121	16	4	ABsNzMen
	14	121	17	4	DGtNzMen
	15	121	18	4	EGtNzMn1
	16	121	19	4	EGtNzMn2
	17	121	20	4	GStrkMen
	18	121	21	4	GSlideMn
	19	121	22	4	ABsMutNz
	20	121	23	4	ABsTchNz
	21	121	24	4	ABsAtkNz
	22	121	25	4	TC Up Nz
	23	121	26	4	TCDwnMNz
	24	121	27	4	TCUpMNz
	25	121	28	4	TCDownNz
	26	121	29	4	DsGUpNz
	27	121	30	4	DsGDwNz1
	28	121	31	4	DsGDwNz2
	29	121	32	4	DsGMutNz
	30	121	34	4	GStrkNz5
	31	121	35	4	SGSldNz1
	32	121	36	4	SGSldNz2
	33	121	37	4	SGSldNz3
	34	121	38	4	SGSldNz4
	35	121	39	4	GStrkNz1
	36	121	40	4	GStrkNz2
	37	121	41	4	GStrkNz3
	38	121	42	4	GStrkNz4
	39	121	44	4	EGtNzMen
	40	121	45	4	AGtNzMen
	41	121	46	4	BasNzMen
	42	121	47	4	BassSlid
	43	121	127	4	Castanet

GBN	Var	PC	CC00	CC32	Name
B82		122	0	4	BreathNz
	1	122	1	4	FlKeyClk
	2	122	2	4	BrthNzMn
	3	122	3	4	FBreath1
	4	122	4	4	FBreath2
	5	122	5	4	FBreath3
	6	122	6	4	VBreath1
	7	122	7	4	VBreath2
	8	122	8	4	Tromb Nz
	9	122	9	4	Trump Nz
	10	122	47	4	BrthNzMn
	11	122	127	4	Triangle
B83		123	0	4	Seashore
	1	123	1	4	Rain
	2	123	2	4	Thunder
	3	123	3	4	Wind
	4	123	4	4	Stream
	5	123	5	4	Bubble
	6	123	6	4	Wind 2
	7	123	7	4	Cricket
	8	123	16	4	Pink Nz
	9	123	17	4	White Nz
	10	123	47	4	WindsHit
	11	123	127	4	OrcheHit
B84		124	0	4	Bird
	1	124	1	4	Dog
	2	124	2	4	HorseGlp
	3	124	3	4	Bird 2
	4	124	4	4	Kitty
	5	124	5	4	Growl
	6	124	6	4	Growl 2
	7	124	7	4	FancyAn
	8	124	8	4	Seal
	9	124	127	4	Teleph
B85		125	0	4	Teleph 1
	1	125	1	4	Teleph 2
	2	125	2	4	DoorCrkg
	3	125	3	4	Door
	4	125	4	4	Scratch
	5	125	5	4	WindChim
	6	125	7	4	Scratch2
	7	125	8	4	ScratchK
	8	125	9	4	TapeRew
	9	125	10	4	Phono Nz
	10	125	11	4	MC500Bep
	11	125	12	4	Scratch3
	12	125	13	4	Scratch4
	13	125	14	4	Scratch5
	14	125	15	4	Scratch6
	15	125	16	4	Scratch7
	16	125	127	4	BirdTwet

GBN	Var	PC	CC00	CC32	Name
B86		126	0	4	Helicptr
	1	126	1	4	CarEngin
	2	126	2	4	CarStop
	3	126	3	4	CarPass
	4	126	4	4	CarCrash
	5	126	5	4	Siren
	6	126	6	4	Train
	7	126	7	4	Jetplane
	8	126	8	4	Starship
	9	126	9	4	Burst Nz
	10	126	10	4	Calculat
	11	126	11	4	PercBang
	12	126	12	4	Burner
	13	126	13	4	GlassGlm
	14	126	14	4	Ice Ring
	15	126	15	4	OverBlow
	16	126	16	4	CrckBttl
	17	126	17	4	PourBttl
	18	126	18	4	Soda
	19	126	19	4	OpCDTray
	20	126	20	4	AudioSwt
	21	126	21	4	KeyTypng
	22	126	22	4	SL 1
	23	126	23	4	SL 2
	24	126	24	4	CarEngn2
	25	126	25	4	Car Horn
	26	126	26	4	Boeeeen
	27	126	27	4	RCrossng
	28	126	28	4	Compress
	29	126	29	4	SwrdBoom
	30	126	30	4	SwordX
	31	126	31	4	Stab! 1
	32	126	32	4	Stab! 2
	33	126	127	4	1NoteJam
B87		127	0	4	Applause
	1	127	1	4	Laughing
	2	127	2	4	Screamng
	3	127	3	4	Punch
	4	127	4	4	HeartBt
	5	127	5	4	FootStps
	6	127	6	4	Applaus2
	7	127	7	4	SmallClb
	8	127	8	4	ApplWave
	9	127	9	4	BbyLaugh
	10	127	16	4	VoiceOne
	11	127	17	4	VoiceTwo
	12	127	18	4	VoicThre
	13	127	19	4	VoiceTah
	14	127	20	4	VoicWhey
	15	127	22	4	VoicKikt
	16	127	23	4	VcComeOn
	17	127	24	4	VoiceAou
	18	127	25	4	VoiceOou
	19	127	26	4	VoiceHie
	20	127	127	4	WterBell

GBN	Var	PC	CC00	CC32	Name
B88		128	0	4	Gun Shot
	1	128	1	4	MchinGun
	2	128	2	4	Lasergun
	3	128	3	4	Explos
	4	128	4	4	Eruption
	5	128	5	4	Big Shot
	6	128	6	4	Explos 2
	7	128	127	4	JungleTn

Tones only selectable via the EZ Search function

أصوات يمكن اختيارها بوظيفة البحث السريع فقط

GBN	Var	PC	CC00	CC32	Name
C11		1	0	3	Piano 1
	1	1	8	3	UprightW
	2	1	16	3	Europ Pf
	3	1	24	3	Pno+Str1
	4	1	126	3	Piano 2
	5	1	127	3	Acou P1
C12		2	0	3	Piano 2
	1	2	8	3	PopPno W
	2	2	16	3	Dance P
	3	2	126	3	Piano 2
	4	2	127	3	Acou P2
C13		3	0	3	Piano 3
	1	3	1	3	EG+Rhod1
	2	3	2	3	EG+Rhod2
	3	3	8	3	Piano 3w
	4	3	126	3	Piano 2
	5	3	127	3	Acou P3
C14		4	0	3	Honky-T1
	1	4	8	3	Honky-T2
	2	4	126	3	Honky-T
	3	4	127	3	ElecPno1
C15		5	0	3	EPiano1
	1	5	8	3	StSoftEP
	2	5	9	3	Cho EPno
	3	5	10	3	SilentRh
	4	5	16	3	FM+SA EP
	5	5	17	3	Dist EP
	6	5	24	3	Wurly
	7	5	25	3	HardRhod
	8	5	26	3	MellowRh
	9	5	126	3	Piano 1
	10	5	127	3	ElecPno2
C16		6	0	3	EPiano2
	1	6	8	3	DetunEP2
	2	6	16	3	St FM EP
	3	6	24	3	Hard FM
	4	6	126	3	Piano 2
	5	6	127	3	ElecPno3
C17		7	0	3	Harpsi
	1	7	1	3	Harpsi 2
	2	7	8	3	Coupled
	3	7	16	3	HarpsiW
	4	7	24	3	HarpsiO
	5	7	32	3	SynHarps
	6	7	126	3	Piano 2
	7	7	127	3	ElecPno4
C18		8	0	3	Clav
	1	8	8	3	CompClav
	2	8	16	3	ResoClav
	3	8	24	3	Clav O
	4	8	32	3	AnlgClav
	5	8	33	3	JP8Clav1
	6	8	35	3	JP8Clav2
	7	8	126	3	EPiano1
	8	8	127	3	Honky-T
C21		9	0	3	Celesta
	1	9	1	3	PopCeles
	2	9	126	3	Cho EPno
	3	9	127	3	ElecOrg1
C22		10	0	3	Glockens
	1	10	126	3	EPiano2
	2	10	127	3	ElecOrg2
C23		11	0	3	MsicBox
	1	11	126	3	SteelStr
	2	11	127	3	ElecOrg3
C24		12	0	3	Vibraph
	1	12	1	3	PopVibe
	2	12	8	3	VibW
	3	12	9	3	Vibraphs
	4	12	126	3	SteelStr
	5	12	127	3	ElecOrg4
C25		13	0	3	Marimba
	1	13	8	3	MarimbaW
	2	13	16	3	Barafon
	3	13	17	3	Barafon2
	4	13	24	3	Log drum
	5	13	126	3	12Str Gt
	6	13	127	3	PipeOrg1
C26		14	0	3	Xyloph
	1	14	126	3	FunkGt
	2	14	127	3	PipeOrg2

GBN	Var	PC	CC00	CC32	Name
C27		15	0	3	TubulB
	1	15	8	3	ChurchB
	2	15	9	3	Carillon
	3	15	126	3	MutedGt
	4	15	127	3	PipeOrg3
C28		16	0	3	Santur
	1	16	1	3	Santur 2
	2	16	8	3	Cimbalom
	3	16	16	3	Zither 1
	4	16	17	3	Zither 2
	5	16	24	3	Dulcimer
	6	16	126	3	SlapBas
	7	16	127	3	Accord
C31		17	0	3	Organ 1
	1	17	1	3	Organ101
	2	17	8	3	DetOrg1
	3	17	9	3	Organ O
	4	17	16	3	60'sOrg1
	5	17	17	3	60'sOrg2
	6	17	18	3	60'sOrg3
	7	17	19	3	FarfOrg
	8	17	24	3	CheeseOr
	9	17	25	3	D-50 Org
	10	17	26	3	JUNO Org
	11	17	27	3	HybridOr
	12	17	28	3	VS Organ
	13	17	29	3	DigiChur
	14	17	32	3	Organ 4
	15	17	33	3	Even Bar
	16	17	40	3	Org Bass
	17	17	48	3	5thOrgan
	18	17	126	3	SlapBas1
	19	17	127	3	Harpsi 1
C32		18	0	3	Organ 2
	1	18	1	3	JazzOrg
	2	18	2	3	EOrg16+2
	3	18	8	3	DetOrg2
	4	18	9	3	OctaveOr
	5	18	32	3	Organ 5
	6	18	126	3	SlapBas1
	7	18	127	3	Harpsi 2
C33		19	0	3	Organ 3
	1	19	8	3	Rotary
	2	19	16	3	Rotary S
	3	19	17	3	RockOrg1
	4	19	18	3	RockOrg2
	5	19	24	3	Rotary F
	6	19	126	3	SlapBas1
	7	19	127	3	Harpsi 3
C34		20	0	3	Church 1
	1	20	8	3	Church 2
	2	20	16	3	Church 3
	3	20	24	3	OrgFlute
	4	20	32	3	TremFlut
	5	20	33	3	Theater
	6	20	126	3	SlapBas2
	7	20	127	3	Clavi 1
C35		21	0	3	ReedOrg
	1	21	8	3	WindOrg
	2	21	126	3	SlapBas2
	3	21	127	3	Clavi 2
C36		22	0	3	Accord F
	1	22	8	3	Accord I
	2	22	9	3	Dist Acc
	3	22	16	3	Cho Acc
	4	22	24	3	Hard Acc
	5	22	25	3	Soft Acc
	6	22	126	3	SlapBas2
	7	22	127	3	Clavi 3
C37		23	0	3	Harmonc
	1	23	1	3	Harmonc2
	2	23	126	3	SlapBas2
	3	23	127	3	Celesta1
C38		24	0	3	Bandeon
	1	24	8	3	Bandeon2
	2	24	16	3	Bandeon3
	3	24	126	3	Fingered
	4	24	127	3	Celesta2
C41		25	0	3	NylonStr
	1	25	8	3	Ukulele
	2	25	16	3	NylonGtO
	3	25	24	3	VeloHrmx
	4	25	32	3	NylonGt2
	5	25	40	3	Requint
	6	25	126	3	Fingered
	7	25	127	3	SynBras1

GBN	Var	PC	CC00	CC32	Name
C42		26	0	3	SteelStr
	1	26	8	3	12Str Gt
	2	26	9	3	Nylon+St
	3	26	16	3	Mandoln
	4	26	17	3	Mandoln2
	5	26	18	3	MandTrem
	6	26	32	3	SteelGt2
	7	26	126	3	Picked
	8	26	127	3	SynBras2
C43		27	0	3	Jazz Gt
	1	27	1	3	MellowGt
	2	27	8	3	PedalStl
	3	27	126	3	Picked
	4	27	127	3	SynBras3
C44		28	0	3	Clean Gt
	1	28	1	3	CleanHal
	2	28	2	3	OpenHar1
	3	28	3	3	OpenHar2
	4	28	4	3	JC Clean
	5	28	8	3	ChorusGt
	6	28	9	3	JCChorus
	7	28	16	3	TCFront
	8	28	17	3	TCRear
	9	28	18	3	TCClean
	10	28	19	3	TCClean2
	11	28	126	3	Fretless
	12	28	127	3	SynBras4
C45		29	0	3	MutedGt
	1	29	1	3	MutedDis
	2	29	2	3	TCMuted
	3	29	8	3	Funk Gt
	4	29	16	3	Funk Gt2
	5	29	126	3	Ac Bass
	6	29	127	3	SynBass1
C46		30	0	3	Overdr
	1	30	1	3	Overdr2
	2	30	2	3	Overdr3
	3	30	3	3	MoreDriv
	4	30	8	3	LPOverDr
	5	30	9	3	LPOverD:
	6	30	126	3	ChoirAhs
	7	30	127	3	SynBass2
C47		31	0	3	Dist Gt1
	1	31	1	3	Dist Gt2
	2	31	2	3	Dazed GT
	3	31	3	3	Distort
	4	31	4	3	DistFast
	5	31	8	3	Feedbck
	6	31	9	3	Feedbck2
	7	31	16	3	PowerGT
	8	31	17	3	PowerGt2
	9	31	18	3	5th Dist
	10	31	24	3	RckRhyt
	11	31	25	3	RckRhyt2
	12	31	126	3	ChoirAhs
	13	31	127	3	SynBass3
C48		32	0	3	Harmonix
	1	32	8	3	Feedbck
	2	32	9	3	Feedbck2
	3	32	16	3	AcHarmnx
	4	32	24	3	EBasHarm
	5	32	126	3	ChoirAhs
	6	32	127	3	SynBass4
C51		33	0	3	Acoustic
	1	33	1	3	Rckbilly
	2	33	8	3	WildBass
	3	33	16	3	Bass+OHH
	4	33	126	3	ChoirAhs
	5	33	127	3	Fantasy
C52		34	0	3	FingerB
	1	34	1	3	FingerB2
	2	34	2	3	JazzBas
	3	34	3	3	JazzBas2
	4	34	4	3	RockBass
	5	34	8	3	ChrusJaz
	6	34	16	3	FBasHarm
	7	34	126	3	SlowStrg
	8	34	127	3	HarmoPan
C53		35	0	3	PickBas
	1	35	1	3	PickBas2
	2	35	2	3	PickBas3
	3	35	3	3	PickBas4
	4	35	8	3	MutedPck
	5	35	16	3	PBasHarm
	6	35	126	3	Strings
	7	35	127	3	Chorale

GBN	Var	PC	CC00	CC32	Name
C54		36	0	3	Fretles
	1	36	1	3	Fretles2
	2	36	2	3	Fretles3
	3	36	3	3	Fretles4
	4	36	4	3	SynFless
	5	36	5	3	MrSmooth
	6	36	8	3	WodFless
	7	36	126	3	SynStrg3
	8	36	127	3	Glasses
C55		37	0	3	Slap 1
	1	37	1	3	SlapPop
	2	37	8	3	ResoSlap
	3	37	9	3	Unison
	4	37	126	3	SynStrg3
	5	37	127	3	Soundtrk
C56		38	0	3	SlapBas2
	1	38	8	3	FM Slap
	2	38	126	3	Organ 1
	3	38	127	3	Atmosph
C57		39	0	3	SynBass1
	1	39	1	3	Synth101
	2	39	2	3	CS Bass
	3	39	3	3	JP-4Bass
	4	39	4	3	JP-8Bass
	5	39	5	3	P5Bass
	6	39	6	3	JPMGBass
	7	39	8	3	AcidBass
	8	39	9	3	TB303Bas
	9	39	10	3	TeknoBas
	10	39	11	3	TB303Bs2
	11	39	12	3	KckTB303
	12	39	13	3	TB303Saw
	13	39	14	3	Ruber303
	14	39	15	3	Reso303
	15	39	16	3	ResoSHBs
	16	39	17	3	TB303Sqr
	17	39	18	3	TB303Dis
	18	39	24	3	Arpeggio
	19	39	126	3	Organ 1
	20	39	127	3	WarmBell
C58		40	0	3	SynBass2
	1	40	1	3	SynBs201
	2	40	2	3	Modular
	3	40	3	3	Seq Bass
	4	40	4	3	MG Bass
	5	40	5	3	MgOctBs1
	6	40	6	3	MgOctBs2
	7	40	7	3	MGBlipBs
	8	40	8	3	BeefFMBs
	9	40	9	3	DlyBass
	10	40	10	3	XWireBas
	11	40	11	3	WireStrB
	12	40	12	3	BlipBass
	13	40	13	3	RuberBs1
	14	40	16	3	RuberBs2
	15	40	17	3	SH101Bs1
	16	40	18	3	SH101Bs2
	17	40	19	3	SmoothBs
	18	40	20	3	SH101Bs3
	19	40	21	3	SpikeBas
	20	40	22	3	HouseBas
	21	40	23	3	KG Bass
	22	40	24	3	SyncBass
	23	40	25	3	MG5thBas
	24	40	26	3	RND Bass
	25	40	27	3	WowMGBas
	26	40	28	3	BubbleBs
	27	40	126	3	Organ 1
	28	40	127	3	FunnyVox
C61		41	0	3	Violin
	1	41	1	3	ViolinAk
	2	41	8	3	SlViolin
	3	41	126	3	Organ 2
	4	41	127	3	EchoBell
C62		42	0	3	Viola
	1	42	1	3	ViolaAtk
	2	42	126	3	Organ 1
	3	42	127	3	Ice Rain
C63		43	0	3	Cello
	1	43	1	3	CelloAtk
	2	43	126	3	Organ 1
	3	43	127	3	Oboe2001
C64		44	0	3	Contrabs
	1	44	126	3	Organ 2
	2	44	127	3	Echo Pan
C65		45	0	3	TremStrg
	1	45	8	3	SlowTrem
	2	45	9	3	Suspens
	3	45	126	3	Organ 2
	4	45	127	3	DoctSolo

GBN	Var	PC	CC00	CC32	Name
C66		46	0	3	Pizzicat
	1	46	1	3	Vcs&Cbs
	2	46	2	3	Chamber
	3	46	3	3	StPizz
	4	46	8	3	SoloPizz
	5	46	16	3	SoloSpic
	6	46	126	3	Organ 2
	7	46	127	3	ScholDaz
C67		47	0	3	Harp
	1	47	16	3	Syn Harp
	2	47	126	3	Trumpet
	3	47	127	3	Bellsing
C68		48	0	3	Timpani
	1	48	126	3	Trumpet
	2	48	127	3	Square
C71		49	0	3	Strings
	1	49	1	3	Bright
	2	49	2	3	Chamber
	3	49	3	3	CellSect
	4	49	8	3	Orchest
	5	49	9	3	Orchest2
	6	49	10	3	Tremolo
	7	49	11	3	ChoirStr
	8	49	12	3	StrgHorn
	9	49	16	3	StStrng
	10	49	24	3	VeloStrg
	11	49	32	3	OctStrg1
	12	49	33	3	OctStrg2
	13	49	126	3	Trombone
	14	49	127	3	StrSect1
C72		50	0	3	SlowStr
	1	50	1	3	SlowStr2
	2	50	8	3	LegatStr
	3	50	9	3	WarmStrg
	4	50	10	3	StSlow
	5	50	126	3	Trombone
	6	50	127	3	StrSect2
C73		51	0	3	SynStrg1
	1	51	1	3	OBString
	2	51	2	3	StackStr
	3	51	3	3	JPString
	4	51	8	3	SynStrg3
	5	51	9	3	SynStrg4
	6	51	16	3	HighStrg
	7	51	17	3	Hybrid
	8	51	24	3	TronStrg
	9	51	25	3	NoizStrg
	10	51	126	3	Trombone
	11	51	127	3	StrSect3
C74		52	0	3	SynStrg2
	1	52	1	3	SynStrg5
	2	52	2	3	JUNOStrg
	3	52	8	3	AirStrng
	4	52	126	3	Trombone
	5	52	127	3	Pizzicat
C75		53	0	3	ChoirAhs
	1	53	8	3	StChoirA
	2	53	9	3	MeltedCh
	3	53	10	3	ChurchCh
	4	53	16	3	ChoHahs
	5	53	24	3	ChoLahs
	6	53	32	3	ChoAahs
	7	53	33	3	MAahStr
	8	53	126	3	Trombone
	9	53	127	3	Violin 1
C76		54	0	3	VoiceOhs
	1	54	8	3	VoicDahs
	2	54	126	3	Trombone
	3	54	127	3	Violin 2
C77		55	0	3	SynVox
	1	55	8	3	SynVoic
	2	55	9	3	SilNight
	3	55	16	3	VP330Ch
	4	55	17	3	VinylCho
	5	55	126	3	Alto Sax
	6	55	127	3	Cello 1
C78		56	0	3	Orch Hit
	1	56	8	3	Impact
	2	56	9	3	Philly
	3	56	10	3	Double
	4	56	11	3	PercHit
	5	56	12	3	ShockWav
	6	56	16	3	LoFiRave
	7	56	17	3	TechnoHt
	8	56	18	3	Dist Hit
	9	56	19	3	Bam Hit
	10	56	20	3	Bit Hit
	11	56	21	3	Bim Hit
	12	56	22	3	Technorg
	13	56	23	3	Rave Hit
	14	56	24	3	StrngHit
	15	56	25	3	StackHit

GBN	Var	PC	CC00	CC32	Name
C78	16	56	126	3	TenorSax
	17	56	127	3	Cello 2
C81		57	0	3	Trumpet
	1	57	1	3	Trumpet2
	2	57	2	3	Trumpet:
	3	57	8	3	FlgHorn
	4	57	16	3	4th Tps
	5	57	24	3	BrightTp
	6	57	25	3	WarmTp
	7	57	32	3	SynTrump
	8	57	126	3	BaritSax
	9	57	127	3	Contrabs
C82		58	0	3	Trombon
	1	58	1	3	Trombon2
	2	58	2	3	TwinBnes
	3	58	8	3	BsTromb
	4	58	126	3	Alto Sax
	5	58	127	3	Harp 1
C83		59	0	3	Tuba
	1	59	1	3	Tuba 2
	2	59	126	3	Brass 1
	3	59	127	3	Harp 2
C84		60	0	3	Mute Tp
	1	60	8	3	MuteHorn
	2	60	126	3	Brass 1
	3	60	127	3	Guitar 1
C85		61	0	3	Fr Horns
	1	61	1	3	Fr Horn2
	2	61	2	3	HornOrch
	3	61	3	3	WideHrns
	4	61	8	3	FHrnSlow
	5	61	9	3	DualHorn
	6	61	16	3	Syn Horn
	7	61	24	3	FHornRip
	8	61	126	3	Brass 2
	9	61	127	3	Guitar 2
C86		62	0	3	Brass 1
	1	62	1	3	Brass ff
	2	62	2	3	BnesSect
	3	62	8	3	Brass 2
	4	62	9	3	Brass 3
	5	62	10	3	BrassSfz
	6	62	16	3	Br Fall
	7	62	17	3	Tp Fall
	8	62	24	3	OctaveBr
	9	62	25	3	Br Reed
	10	62	126	3	Brass 2
	11	62	127	3	ElecGtr1
C87		63	0	3	SynBras1
	1	63	1	3	JUNOBras
	2	63	2	3	StackBrs
	3	63	3	3	SH-5Bras
	4	63	4	3	MKSBrass
	5	63	8	3	ProBrass
	6	63	9	3	P5Brass
	7	63	16	3	OcSynBr
	8	63	17	3	HybridBr
	9	63	126	3	Brass 1
	10	63	127	3	ElecGtr2
C88		64	0	3	SynBras2
	1	64	1	3	SoftBras
	2	64	2	3	WarmBras
	3	64	8	3	SynBrSfz
	4	64	9	3	OB Brass
	5	64	10	3	ResoBras
	6	64	16	3	VeloBrs1
	7	64	17	3	Transbrs
	8	64	126	3	OrchHit
	9	64	127	3	Sitar
D11		65	0	3	SoprSax
	1	65	8	3	SoprExp
	2	65	127	3	AcouBas1
D12		66	0	3	Alto Sax
	1	66	8	3	AltoExp
	2	66	9	3	Grow Sax
	3	66	16	3	Alto+Tp
	4	66	127	3	AcouBas2
D13		67	0	3	TenorSax
	1	67	1	3	Tenor:
	2	67	8	3	BreathTn
	3	67	9	3	St Tenor
	4	67	127	3	ElecBas1
D14		68	0	3	Baritone
	1	68	1	3	Bari Sax
	2	68	127	3	ElecBas2

GBN	Var	PC	CC00	CC32	Name
D15		69	0	3	Oboe
	1	69	8	3	Oboe Exp
	2	69	16	3	MltiReed
	3	69	127	3	SlapBas1
D16		70	0	3	EnglHorn
	1	70	127	3	SlapBas2
D17		71	0	3	Bassoon
	1	71	127	3	Fretles1
D18		72	0	3	Clarinet
	1	72	8	3	BsClarin
	2	72	16	3	MltiWind
	3	72	127	3	Fretles2
D21		73	0	3	Piccolo
	1	73	1	3	Piccolo:
	2	73	8	3	WrmPiclo
	3	73	9	3	WPicloTr
	4	73	16	3	Di
	5	73	127	3	Flute 1
D22		74	0	3	Flute
	1	74	1	3	Flute 2
	2	74	2	3	FluteExp
	3	74	3	3	Traverso
	4	74	8	3	FluteVln
	5	74	16	3	TronFlut
	6	74	127	3	Flute 2
D23		75	0	3	Recorder
	1	75	127	3	Piccolo1
D24		76	0	3	PanFlute
	1	76	8	3	WrmPFlut
	2	76	16	3	Zampona
	3	76	17	3	Zamp Atk
	4	76	127	3	Piccolo2
D25		77	0	3	BotBlow
	1	77	127	3	Recorder
D26		78	0	3	Shakuhac
	1	78	1	3	Shakuha:
	2	78	127	3	PanPipes
D27		79	0	3	Whistle
	1	79	1	3	Whistle2
	2	79	127	3	Sax 1
D28		80	0	3	Ocarina
	1	80	127	3	Sax 2
D31		81	0	3	Square W
	1	81	1	3	MGSquare
	2	81	2	3	Hollow M
	3	81	3	3	MellowFM
	4	81	4	3	CC Solo
	5	81	5	3	Shmoog
	6	81	6	3	LMSquare
	7	81	8	3	2600Sine
	8	81	9	3	SineLead
	9	81	10	3	KGLead
	10	81	16	3	P5Square
	11	81	17	3	OBSquare
	12	81	18	3	JPSquare
	13	81	24	3	PulsLead
	14	81	25	3	JP8Pls1
	15	81	26	3	JP8Pls2
	16	81	27	3	MGResPls
	17	81	127	3	Sax3
D32		82	0	3	SawWave
	1	82	1	3	OB2 Saw
	2	82	2	3	PulseSaw
	3	82	3	3	FelineGR
	4	82	4	3	Big Lead
	5	82	5	3	VeloLead
	6	82	6	3	GR-300
	7	82	7	3	LA Saw
	8	82	8	3	DoctSolo
	9	82	9	3	FatSawLd
	10	82	11	3	D50FatSw
	11	82	16	3	WaspySyn
	12	82	17	3	PM Lead
	13	82	18	3	CSSawLd
	14	82	24	3	MG Saw 1
	15	82	25	3	MG Saw 2
	16	82	26	3	OB Saw 1
	17	82	27	3	OB Saw 2
	18	82	28	3	D-50 Saw
	19	82	29	3	SH101Saw
	20	82	30	3	CS Saw
	21	82	31	3	MGSawLd
	22	82	32	3	OBSawLd
	23	82	33	3	P5SawLd
	24	82	34	3	MGunison
	25	82	35	3	OctSawLd
	26	82	40	3	SeqSaw1
	27	82	41	3	SeqSaw2
	28	82	42	3	Reso Saw

GBN	Var	PC	CC00	CC32	Name
B32	29	82	43	3	CheeseS1
	30	82	44	3	CheeseS2
	31	82	45	3	RhythSaw
	32	82	127	3	Sax 4
D33		83	0	3	SynCall
	1	83	1	3	VentSyn
	2	83	2	3	PurePanL
	3	83	127	3	Clarint1
D34		84	0	3	ChifferL
	1	84	1	3	TB Lead
	2	84	8	3	Mad Lead
	3	84	127	3	Clarint2
D35		85	0	3	Charang
	1	85	8	3	DistLead
	2	85	9	3	AcidGtr1
	3	85	10	3	AcidGtr2
	4	85	16	3	P5SyncLd
	5	85	17	3	FatSyncL
	6	85	18	3	RockLead
	7	85	19	3	5thDecaS
	8	85	20	3	DirtySnc
	9	85	24	3	JUNOSubO
	10	85	127	3	Oboe
D36		86	0	3	SoloVox
	1	86	8	3	VoxLead
	2	86	9	3	LFO Vox
	3	86	127	3	EnglHorn
D37		87	0	3	5thSawW
	1	87	1	3	BigFives
	2	87	2	3	5th Lead
	3	87	3	3	5thAClav
	4	87	8	3	4th Lead
	5	87	127	3	Bassoon
D38		88	0	3	BassLead
	1	88	1	3	Big&Raw
	2	88	2	3	FatPerky
	3	88	3	3	JUNORave
	4	88	4	3	JP8BsLd1
	5	88	5	3	JP8BsLd2
	6	88	6	3	SH-5BsLd
	7	88	127	3	Harmonc
D41		89	0	3	Fantasia
	1	89	1	3	Fantasi2
	2	89	2	3	NewAge
	3	89	3	3	BelHeavn
	4	89	127	3	Trumpet1
D42		90	0	3	Warm Pad
	1	90	1	3	ThickMtx
	2	90	2	3	Horn Pad
	3	90	3	3	RotarStr
	4	90	4	3	OBSfPad
	5	90	8	3	OctavPad
	6	90	9	3	StackPad
	7	90	127	3	Trumpet2
D43		91	0	3	PolySyn
	1	91	1	3	80PolySy
	2	91	2	3	PolySyn2
	3	91	3	3	PolyKing
	4	91	8	3	PowStack
	5	91	9	3	OctStack
	6	91	10	3	ResStack
	7	91	11	3	TecStack
	8	91	127	3	Trombne1
D44		92	0	3	SpaceVce
	1	92	1	3	HeavenII
	2	92	2	3	SCHeaven
	3	92	8	3	CosmcVce
	4	92	9	3	Auh Vox
	5	92	10	3	AuhAuh
	6	92	11	3	Vocrdman
	7	92	127	3	Trombne2
D45		93	0	3	BowedGls
	1	93	1	3	SoftBell
	2	93	2	3	JP8SqrPd
	3	93	3	3	7thBelPd
	4	93	127	3	Fr Horn1
D46		94	0	3	MetalPad
	1	94	1	3	Tine Pad
	2	94	2	3	PannerPd
	3	94	127	3	Fr Horn2
D47		95	0	3	Halo Pad
	1	95	1	3	Vox Pad
	2	95	2	3	VoxSweep
	3	95	8	3	HorrorPd
	4	95	127	3	Tuba
D48		96	0	3	SweepPad
	1	96	1	3	PolarPad
	2	96	8	3	Converge

GBN	Var	PC	CC00	CC32	Name
D48	3	96	9	3	Shwimmer
	4	96	10	3	CelestPd
	5	96	11	3	BagSweep
	6	96	127	3	BrsSect1
D51		97	0	3	Ice Rain
	1	97	1	3	HarmRain
	2	97	2	3	AfrcWood
	3	97	3	3	AnklungP
	4	97	4	3	RattlePd
	5	97	8	3	ClaviPad
	6	97	127	3	BrsSect2
D52		98	0	3	Soundtrk
	1	98	1	3	Ancestrl
	2	98	2	3	Prolog
	3	98	3	3	Prolog 2
	4	98	4	3	HolsStrg
	5	98	8	3	Rave
	6	98	127	3	Vibe 1
D53		99	0	3	Crystal
	1	99	1	3	SMallet
	2	99	2	3	SCrystal
	3	99	3	3	RoundGlk
	4	99	4	3	LoudGlk
	5	99	5	3	GlkChime
	6	99	6	3	ClearBel
	7	99	7	3	XmasBell
	8	99	8	3	VbraBell
	9	99	9	3	DigBells
	10	99	10	3	MsicBell
	11	99	11	3	AnlgBell
	12	99	16	3	ChorBell
	13	99	17	3	AirBells
	14	99	18	3	BellHarp
	15	99	19	3	Gmelimba
	16	99	20	3	JUNOBell
	17	99	127	3	Vibe 2
D54		100	0	3	Atmosph
	1	100	1	3	WarmAtm
	2	100	2	3	NylnHarp
	3	100	3	3	Harpvox
	4	100	4	3	HlReleas
	5	100	5	3	NylnRhod
	6	100	6	3	AmbntPad
	7	100	7	3	Invisibl
	8	100	8	3	PulseKey
	9	100	9	3	NoisePno
	10	100	127	3	SyMallet
D55		101	0	3	Bghtness
	1	101	1	3	ShinStar
	2	101	2	3	OB Stab
	3	101	8	3	Org Bell
	4	101	127	3	Windbell
D56		102	0	3	Goblin
	1	102	1	3	Goblinsn
	2	102	2	3	50sSciFi
	3	102	3	3	Abductn
	4	102	4	3	Auhbient
	5	102	5	3	LFO Pad
	6	102	6	3	Rnd Str
	7	102	7	3	Rnd Pad
	8	102	8	3	LowBirds
	9	102	9	3	FallDown
	10	102	10	3	LFO RAVE
	11	102	11	3	LFOHrror
	12	102	12	3	LFOTchno
	13	102	13	3	Alternat
	14	102	14	3	UFO FX
	15	102	15	3	GarglMan
	16	102	16	3	Sweep FX
	17	102	127	3	Glock
D57		103	0	3	EchoDrop
	1	103	1	3	EchoBell
	2	103	2	3	EchoPan
	3	103	3	3	EchoPan2
	4	103	4	3	BigPnner
	5	103	5	3	ResPnner
	6	103	6	3	WaterPno
	7	103	8	3	PanSeque
	8	103	9	3	Aqua
	9	103	127	3	TubeBell
D58		104	0	3	StarThm
	1	104	1	3	StarThm2
	2	104	8	3	DreamPd
	3	104	9	3	SilkyPad
	4	104	16	3	Ncentury
	5	104	17	3	7thAtmos
	6	104	18	3	GalaxWay
	7	104	127	3	Xylophon
D61		105	0	3	Sitar
	1	105	1	3	Sitar 2
	2	105	2	3	DetSitar
	3	105	3	3	Sitar 3
	4	105	8	3	Tambra
D61	5	105	16	3	Tamboura
	6	105	127	3	Marimba
D62		106	0	3	Banjo
	1	106	1	3	MutBanjo
	2	106	8	3	Rabab
	3	106	9	3	San Xian
	4	106	16	3	Gopichnt
	5	106	24	3	BsBanjo
	6	106	28	3	BsBnjStr
	7	106	32	3	Pi Pa
	8	106	127	3	Koto
D63		107	0	3	Shamisen
	1	107	1	3	Tsugaru
	2	107	8	3	SynShams
	3	107	127	3	Sho
D64		108	0	3	Koto
	1	108	1	3	Gu Zheng
	2	108	8	3	TaishKot
	3	108	16	3	MutdKoto
	4	108	19	3	MtKotoCh
	5	108	24	3	Oct Harp
	6	108	127	3	Shakuhac
D65		109	0	3	Kalimba
	1	109	8	3	Sanza
	2	109	127	3	Whistle1
D66		110	0	3	Bagpipe
	1	110	8	3	Didgerid
	2	110	127	3	Whistle2
D67		111	0	3	Fiddle
	1	111	8	3	Er Hu
	2	111	9	3	Gao Hu
	3	111	127	3	Bottlebl
D68		112	0	3	Shanai
	1	112	1	3	Shanai 2
	2	112	8	3	Pungi
	3	112	16	3	Hichirik
	4	112	24	3	Suona3
	5	112	32	3	Suona 1
	6	112	33	3	Suona 2
	7	112	127	3	BreathPi
D71		113	0	3	TinkBell
	1	113	8	3	Bonang
	2	113	9	3	Gender
	3	113	10	3	GmlanGng
	4	113	11	3	StGmelan
	5	113	12	3	Jang Gu
	6	113	16	3	RamaCymb
	7	113	127	3	Timpani
D72		114	0	3	Agogo
	1	114	8	3	Atarigan
	2	114	16	3	Tambourn
	3	114	127	3	MelodTom
D73		115	0	3	SteelDrm
	1	115	1	3	IslandMl
	2	115	127	3	DeepSnar
D74		116	0	3	Woodblck
	1	116	8	3	Castants
	2	116	16	3	Angklung
	3	116	17	3	AngkRthm
	4	116	24	3	FingSnap
	5	116	32	3	909HClap
	6	116	127	3	ElcPerc1
D75		117	0	3	Taiko
	1	117	1	3	SmlTaiko
	2	117	8	3	ConcrtBd
	3	117	16	3	JungleBD
	4	117	17	3	TechnoBD
	5	117	18	3	Bounce
	6	117	127	3	ElcPerc2
D76		118	0	3	MeloTom1
	1	118	1	3	RealTom
	2	118	8	3	MeloTom2
	3	118	9	3	Rock Tom
	4	118	16	3	Rash SD
	5	118	17	3	House SD
	6	118	18	3	JungleSD
	7	118	19	3	909 SD
	8	118	127	3	Taiko
D77		119	0	3	SynthDrm
	1	119	8	3	808 Tom
	2	119	9	3	ElecPerc
	3	119	10	3	SinePerc
	4	119	11	3	606Tom
	5	119	12	3	909Tom
	6	119	127	3	TaikoRim
D78		120	0	3	Rev Cym
	1	120	1	3	Rev Cym2
	2	120	2	3	Rev Cym3
	3	120	8	3	RevSnar1
	4	120	9	3	RevSnar2
	5	120	16	3	RevKick1
	6	120	17	3	RevConBD
	7	120	24	3	RevTom 1
	8	120	25	3	RevTom 2
	9	120	127	3	Cymbal
D81		121	0	3	GFretNz
	1	121	1	3	GCutNz
	2	121	2	3	StrgSlap
	3	121	3	3	GCutNz2
	4	121	4	3	DistCutN
	5	121	5	3	BassSlid
	6	121	6	3	PckScrap
	7	121	8	3	GtFXMenu
	8	121	9	3	BartkPiz
	9	121	10	3	Gtr Slap
	10	121	11	3	ChrdStrk
	11	121	12	3	BiwaStrk
	12	121	13	3	BiwaTrem
	13	121	127	3	Castanet
D82		122	0	3	BreathNz
	1	122	1	3	FlKeyClk
	2	122	127	3	Triangle
D83		123	0	3	Seashore
	1	123	1	3	Rain
	2	123	2	3	Thunder
	3	123	3	3	Wind
	4	123	4	3	Stream
	5	123	5	3	Bubble
	6	123	6	3	Wind 2
	7	123	16	3	Pink Nz
	8	123	17	3	White Nz
	9	123	127	3	OrcheHit
D84		124	0	3	Bird
	1	124	1	3	Dog
	2	124	2	3	HorseGlp
	3	124	3	3	Bird 2
	4	124	4	3	Kitty
	5	124	5	3	Growl
	6	124	127	3	Teleph
D85		125	0	3	Teleph 1
	1	125	1	3	Teleph 2
	2	125	2	3	DoorCrkg
	3	125	3	3	Door
	4	125	4	3	Scratch
	5	125	5	3	WindChim
	6	125	7	3	Scratch2
	7	125	8	3	ScratchK
	8	125	9	3	TapeRew
	9	125	10	3	Phono Nz
	10	125	11	3	MC500Bep
	11	125	127	3	BirdTwet
D86		126	0	3	Helicptr
	1	126	1	3	CarEngin
	2	126	2	3	CarStop
	3	126	3	3	CarPass
	4	126	4	3	CarCrash
	5	126	5	3	Siren
	6	126	6	3	Train
	7	126	7	3	Jetplane
	8	126	8	3	Starship
	9	126	9	3	Burst Nz
	10	126	10	3	Calculat
	11	126	11	3	PercBang
	12	126	127	3	1NoteJam
D87		127	0	3	Applause
	1	127	1	3	Laughing
	2	127	2	3	Screamng
	3	127	3	3	Punch
	4	127	4	3	HeartBt
	5	127	5	3	FootStps
	6	127	6	3	Applaus2
	7	127	7	3	SmallClb
	8	127	8	3	ApplWave
	9	127	16	3	VoiceOne
	10	127	17	3	VoiceTwo
	11	127	18	3	VoicThre
	12	127	19	3	VoiceTah
	13	127	20	3	VoicWhey
	14	127	127	3	WterBell
D88		128	0	3	Gun Shot
	1	128	1	3	MchinGun
	2	128	2	3	Lasergun
	3	128	3	3	Explos
	4	128	4	3	Eruption
	5	128	5	3	Big Shot
	6	128	127	3	JungleTn
E11		1	0	2	Piano 1
	1	1	8	2	UprightW
	2	1	16	2	European
	3	1	126	2	Piano 2
	4	1	127	2	Acou P1
E12		2	0	2	Piano 2
	1	2	8	2	PopPno W
	2	2	126	2	Piano 2
	3	2	127	2	Acou P2
E13		3	0	2	Piano 3
	1	3	1	2	EG+Rhod1
	2	3	2	2	EG+Rhod2
	3	3	8	2	Piano 3w
	4	3	126	2	Piano 2
	5	3	127	2	Acou P3
E14		4	0	2	Honky-T1
	1	4	8	2	Honky-T2
	2	4	126	2	Honky-T
	3	4	127	2	ElecPno1
E15		5	0	2	EPiano1
	1	5	8	2	StSoftEP
	2	5	9	2	SAEPiano
	3	5	16	2	FM+SA EP
	4	5	17	2	StikyRho
	5	5	24	2	Wurly
	6	5	25	2	HardRhod
	7	5	26	2	MellowRh
	8	5	27	2	60's EP2
	9	5	126	2	Piano 1
	10	5	127	2	ElecPno2
E16		6	0	2	EPiano2
	1	6	8	2	DetunEP2
	2	6	16	2	St FM EP
	3	6	24	2	Hard FM
	4	6	126	2	Piano 2
	5	6	127	2	ElecPno3
E17		7	0	2	Harpsi
	1	7	8	2	Coupled
	2	7	16	2	HarpsiW
	3	7	24	2	HarpsiO
	4	7	126	2	Piano 2
	5	7	127	2	ElecPno4
E18		8	0	2	Clav
	1	8	126	2	EPiano1
	2	8	127	2	Honky-T
E21		9	0	2	Celesta
	1	9	126	2	Cho EPno
	2	9	127	2	ElecOrg1
E22		10	0	2	Glockens
	1	10	126	2	EPiano2
	2	10	127	2	ElecOrg2
E23		11	0	2	MsicBox
	1	11	126	2	StMscBox
	2	11	127	2	ElecOrg3
E24		12	0	2	Vibraph
	1	12	1	2	PopVibe
	2	12	8	2	VibW
	3	12	126	2	SteelStr
	4	12	127	2	ElecOrg4
E25		13	0	2	Marimba
	1	13	8	2	MarimbaW
	2	13	16	2	Barafon
	3	13	17	2	Barafon2
	4	13	24	2	Log drum
	5	13	126	2	12Str Gt
	6	13	127	2	PipeOrg1
E26		14	0	2	Xyloph
	1	14	126	2	FunkGt
	2	14	127	2	PipeOrg2
E27		15	0	2	TubulB
	1	15	8	2	ChurchB
	2	15	9	2	Carillon
	3	15	126	2	MutedGt
	4	15	127	2	PipeOrg3
E28		16	0	2	Santur
	1	16	1	2	Santur 2
	2	16	8	2	Cimbalom
E31		17	0	2	Organ 1
	1	17	1	2	Organ101
	2	17	8	2	DetOrg1
	3	17	9	2	Organ O
	4	17	16	2	60'sOrg1
	5	17	17	2	60'sOrg2
	6	17	18	2	60'sOrg3
	7	17	24	2	CheeseOr
	8	17	32	2	Organ 4

GBN	Var	PC	CC00	CC32	Name
E31	9	17	33	2	Even Bar
	10	17	40	2	Org Bass
	11	17	48	2	Org Oct1
	12	17	126	2	SlapBas1
	13	17	127	2	Harpsi 1
E32		18	0	2	Organ 2
	1	18	1	2	JazzOrg
	2	18	8	2	DetOrg2
	3	18	32	2	Organ 5
	4	18	126	2	SlapBas1
	5	18	127	2	Harpsi 2
E33		19	0	2	Organ 3
	1	19	8	2	Rotary
	2	19	16	2	Rotary S
	3	19	24	2	Rotary F
	4	19	126	2	SlapBas1
	5	19	127	2	Harpsi 3
E34		20	0	2	Church 1
	1	20	8	2	Church 2
	2	20	9	2	OrganOc2
	3	20	16	2	Church 3
	4	20	24	2	OrgFlute
	5	20	32	2	TremFlut
	6	20	126	2	SlapBas2
	7	20	127	2	Clavi 1
E35		21	0	2	ReedOrg
	1	21	126	2	SlapBas2
	2	21	127	2	Clavi 2
E36		22	0	2	Accord F
	1	22	8	2	Accord I
	2	22	16	2	DetunAcc
	3	22	24	2	Accord 1
	4	22	25	2	Accord 2
	5	22	126	2	SlapBas2
	6	22	127	2	Clavi 3
E37		23	0	2	Harmonc
	1	23	1	2	Harmonc2
	2	23	126	2	SlapBas2
	3	23	127	2	Celesta1
E38		24	0	2	Bandeon
	1	24	8	2	AJuno106
	2	24	16	2	Det Acc2
	3	24	17	2	ItMusett
	4	24	126	2	Fingered
	5	24	127	2	Celesta2
E41		25	0	2	NylonStr
	1	25	8	2	Ukulele
	2	25	16	2	NylonGtO
	3	25	24	2	VeloHrmx
	4	25	32	2	NylonGt2
	5	25	40	2	Requint
	6	25	126	2	Fingered
	7	25	127	2	SynBras1
E42		26	0	2	SteelStr
	1	26	8	2	12Str Gt
	2	26	9	2	Nylon+St
	3	26	16	2	Mandoln
	4	26	17	2	Mandoln2
	5	26	18	2	MandTrem
	6	26	32	2	SteelGt2
	7	26	126	2	Picked
	8	26	127	2	SynBras2
E43		27	0	2	Jazz Gt
	1	27	1	2	MellowGt
	2	27	8	2	PedalStl
	3	27	126	2	Picked
	4	27	127	2	SynBras3
E44		28	0	2	Clean Gt
	1	28	1	2	CleanGt2
	2	28	2	2	OpenHar1
	3	28	8	2	ChorusGt
	4	28	9	2	JCStratG
	5	28	126	2	Fretless
	6	28	127	2	SynBras4
E45		29	0	2	MutedGt
	1	29	1	2	MutedDis
	2	29	8	2	Funk Gt
	3	29	16	2	Funk Gt2
	4	29	126	2	Ac Bass
	5	29	127	2	SynBass1
E46		30	0	2	Overdr
	1	30	126	2	ChoirAhs
	2	30	127	2	SynBass2
E47		31	0	2	Dist Gt1
	1	31	1	2	Dist Gt2
	2	31	2	2	Dazed GT
	3	31	8	2	Feedbck
	4	31	9	2	Feedbck2

GBN	Var	PC	CC00	CC32	Name
E47	5	31	16	2	PowerGT
	6	31	17	2	PowerGt2
	7	31	18	2	5th Dist
	8	31	24	2	RckRhyt
	9	31	25	2	RckRhyt2
	10	31	126	2	ChoirAhs
	11	31	127	2	SynBass3
E48		32	0	2	Harmonix
	1	32	8	2	Feedbck
	2	32	16	2	AcHarmnx
	3	32	126	2	ChoirAhs
	4	32	127	2	SynBass4
E51		33	0	2	Acoustic
	1	33	126	2	ChoirAhs
	2	33	127	2	Fantasy
E52		34	0	2	JazzBas
	1	34	1	2	JazzBas2
	2	34	2	2	JazzBass
	3	34	126	2	SlowStrg
	4	34	127	2	HarmoPan
E53		35	0	2	PickBass
	1	35	8	2	MutedPck
	2	35	126	2	Strings
	3	35	127	2	Chorale
E54		36	0	2	Fretles
	1	36	1	2	Fretles2
	2	36	2	2	Fretles3
	3	36	3	2	Fretles4
	4	36	4	2	SynFless
	5	36	5	2	MrSmooth
	6	36	126	2	SynStrg3
	7	36	127	2	Glasses
E55		37	0	2	Slap 1
	1	37	8	2	ResoSlap
	2	37	126	2	SynStrg3
	3	37	127	2	Soundtrk
E56		38	0	2	SlapBas2
	1	38	126	2	Organ 1
	2	38	127	2	Atmosph
E57		39	0	2	SynBass1
	1	39	1	2	Synth101
	2	39	8	2	AcidBass
	3	39	9	2	TB303Bas
	4	39	10	2	TeknoBas
	5	39	16	2	ResoSHBs
	6	39	126	2	Organ 1
	7	39	127	2	WarmBell
E58		40	0	2	SynBass2
	1	40	1	2	SynBs201
	2	40	2	2	Modular
	3	40	3	2	Seq Bass
	4	40	8	2	BeefFMBs
	5	40	9	2	XWireBas
	6	40	16	2	RuberBs2
	7	40	17	2	SH101Bs1
	8	40	18	2	SH101Bs2
	9	40	19	2	SmoothBs
	10	40	126	2	Organ 1
	11	40	127	2	FunnyVox
E61		41	0	2	Violin
	1	41	8	2	SlViolin
	2	41	16	2	FlkVioln
	3	41	17	2	FlkViolV
	4	41	126	2	Organ 2
	5	41	127	2	EchoBell
E62		42	0	2	Viola
	1	42	126	2	Organ 1
	2	42	127	2	Ice Rain
E63		43	0	2	Cello
	1	43	126	2	Organ 1
	2	43	127	2	Oboe2001
E64		44	0	2	Contrabs
E65		45	0	2	TremStrg
	1	45	8	2	SlowTrem
	2	45	9	2	Suspens
	3	45	126	2	Organ 2
	4	45	127	2	DoctSolo
E66		46	0	2	Pizzicat
	1	46	126	2	Organ 2
	2	46	127	2	SchlDaz
E67		47	0	2	Harp
	1	47	126	2	Trumpet
	2	47	127	2	Bellsing

GBN	Var	PC	CC00	CC32	Name
E68		48	0	2	Timpani
	1	48	126	2	Trumpet
	2	48	127	2	Square
E71		49	0	2	Strings
	1	49	1	2	Bright
	2	49	8	2	Orchest
	3	49	9	2	Orchest2
	4	49	10	2	Tremolo
	5	49	11	2	ChoirStr
	6	49	16	2	StStrng
	7	49	24	2	VeloStrg
	8	49	32	2	StrgsOct
	9	49	126	2	Trombone
	10	49	127	2	StrSect1
E72		50	0	2	SlowStr
	1	50	1	2	SlowStr2
	2	50	8	2	LegatStr
	3	50	9	2	WarmStrg
	4	50	10	2	StSlow
	5	50	126	2	Trombone
	6	50	127	2	StrSect2
E73		51	0	2	SynStrg1
	1	51	1	2	OBString
	2	51	8	2	SynStrg3
	3	51	126	2	Trombone
	4	51	127	2	StrSect3
E74		52	0	2	SynStrg2
	1	52	126	2	Trombone
	2	52	127	2	Pizzicat
E75		53	0	2	ChoirAhs
	1	53	8	2	StChoirA
	2	53	9	2	ChoLahs
	3	53	32	2	ChoAahs
	4	53	126	2	Trombone
	5	53	127	2	Violin 1
E76		54	0	2	VoiceOhs
	1	54	126	2	Trombone
	2	54	127	2	Violin 2
E77		55	0	2	SynVox
	1	55	8	2	SynVoic
	2	55	126	2	Alto Sax
	3	55	127	2	Cello 1
E78		56	0	2	Orch Hit
	1	56	8	2	Impact
	2	56	9	2	Philly
	3	56	10	2	Double
	4	56	16	2	LoFiRave
	5	56	126	2	TenorSax
	6	56	127	2	Cello 2
E81		57	0	2	Trumpet
	1	57	1	2	Trumpet2
	2	57	8	2	FlgHorn
	3	57	17	2	FolkTp
	4	57	18	2	FolkTpVb
	5	57	24	2	BrightTp
	6	57	25	2	WarmTp
	7	57	126	2	BaritSax
	8	57	127	2	Contrabs
E82		58	0	2	Trombon
	1	58	1	2	Trombon2
	2	58	126	2	Alto Sax
	3	58	127	2	Harp 1
E83		59	0	2	Tuba
	1	59	1	2	Tuba 2
	2	59	126	2	Brass 1
	3	59	127	2	Harp 2
E84		60	0	2	Mute Tp
	1	60	126	2	Brass 1
	2	60	127	2	Guitar 1
E85		61	0	2	Fr Horns
	1	61	1	2	Fr Horn2
	2	61	8	2	FHrnSlow
	3	61	16	2	Syn Horn
	4	61	126	2	Brass 2
	5	61	127	2	Guitar 2
E86		62	0	2	Brass 1
	1	62	8	2	Brass 2
	2	62	16	2	Br Fall
	3	62	24	2	BrassOct
	4	62	126	2	Brass 2
	5	62	127	2	ElecGtr1

GBN	Var	PC	CC00	CC32	Name
E87		63	0	2	SynBras1
	1	63	1	2	JUNOBras
	2	63	8	2	ProBrass
	3	63	9	2	P5Brass
	4	63	16	2	OcSynBr
	5	63	126	2	Brass 1
	6	63	127	2	ElecGtr2
E88		64	0	2	SynBras2
	1	64	1	2	SoftBras
	2	64	8	2	SynBrSfz
	3	64	16	2	VeloBrs1
	4	64	17	2	Transbrs
	5	64	126	2	OrchHit
	6	64	127	2	Sitar
F11		65	0	2	SoprSax
	1	65	127	2	AcouBas1
F12		66	0	2	Alto Sax
	1	66	8	2	AltoExp
	2	66	9	2	Grow Sax
	3	66	17	2	FolkASax
	4	66	18	2	FolkASxV
	5	66	127	2	AcouBas2
F13		67	0	2	TenorSax
	1	67	1	2	Tenor:
	2	67	8	2	BreathTn
	3	67	127	2	ElecBas1
F14		68	0	2	Baritone
	1	68	127	2	ElecBas2
F15		69	0	2	Oboe
	1	69	127	2	SlapBas1
F16		70	0	2	EnglHorn
	1	70	127	2	SlapBas2
F17		71	0	2	Bassoon
	1	71	127	2	Fretles1
F18		72	0	2	Clarinet
	1	72	8	2	BsClarin
	2	72	16	2	FolkClar
	3	72	17	2	FolkClrV
	4	72	127	2	Fretles2
F21		73	0	2	Piccolo:
	1	73	8	2	WrmPiclo
	2	73	9	2	WPcloOct
	3	73	127	2	Flute 1
F22		74	0	2	Flute
	1	74	127	2	Flute 2
F23		75	0	2	Recorder
	1	75	127	2	Piccolo1
F24		76	0	2	PanFlute
	1	76	8	2	WrmPFlut
	2	76	9	2	WPFlut2
	3	76	10	2	WPFlutOc
	4	76	127	2	Piccolo2
F25		77	0	2	BotBlow
	1	77	127	2	Recorder
F26		78	0	2	Shakuhac
	1	78	127	2	PanPipes
F27		79	0	2	Whistle
	1	79	127	2	Sax 1
F28		80	0	2	Ocarina
	1	80	127	2	Sax 2
F31		81	0	2	Square W
	1	81	1	2	MGSquare
	2	81	2	2	Hollow M
	3	81	3	2	MellowFM
	4	81	4	2	CC Solo
	5	81	5	2	Shmoog
	6	81	6	2	LMSquare
	7	81	8	2	2600Sine
	8	81	127	2	Sax3
F32		82	0	2	SawWave
	1	82	1	2	OB2 Saw
	2	82	2	2	PulseSaw
	3	82	3	2	FelineGR
	4	82	4	2	Big Lead
	5	82	5	2	VeloLead
	6	82	6	2	GR-300
	7	82	7	2	LA Saw
	8	82	8	2	DoctSolo
	9	82	16	2	WaspySyn
	10	82	127	2	Sax 4

GBN	Var	PC	CC00	CC32	Name
F33		83	0	2	SynCall
	1	83	1	2	VentSyn
	2	83	2	2	PurePanL
	3	83	127	2	Clarint1
F34		84	0	2	ChifferL
	1	84	127	2	Clarint2
F35		85	0	2	Charang
	1	85	8	2	DistLead
	2	85	127	2	Oboe
F36		86	0	2	SoloVox
	1	86	127	2	EnglHorn
F37		87	0	2	5thSawW
	1	87	1	2	BigFives
	2	87	127	2	Bassoon
F38		88	0	2	BassLead
	1	88	1	2	Big&Raw
	2	88	2	2	FatPerky
	3	88	127	2	Harmonc
F41		89	0	2	Fantasia
	1	89	1	2	Fantasi2
	2	89	127	2	Trumpet1
F42		90	0	2	Warm Pad
	1	90	1	2	ThickMtx
	2	90	2	2	Warm Pad
	3	90	3	2	RotarStr
	4	90	4	2	OBSfPad
	5	90	127	2	Trumpet2
F43		91	0	2	PolySyn
	1	91	1	2	80PolySy
	2	91	127	2	Trombne1
F44		92	0	2	SpaceVce
	1	92	1	2	HeavenII
	2	92	127	2	Trombne2
F45		93	0	2	BowedGls
	1	93	127	2	Fr Horn1
F46		94	0	2	MetalPad
	1	94	1	2	Tine Pad
	2	94	2	2	PannerPd
	3	94	127	2	Fr Horn2
F47		95	0	2	Halo Pad
	1	95	127	2	Tuba
F48		96	0	2	SweepPad
	1	96	1	2	PolarPad
	2	96	8	2	Converge
	3	96	9	2	Shwimmer
	4	96	10	2	CelestPd
	5	96	127	2	BrsSect1
F51		97	0	2	Ice Rain
	1	97	1	2	HarmRain
	2	97	2	2	AfrcWood
	3	97	8	2	ClaviPad
	4	97	127	2	BrsSect2
F52		98	0	2	Soundtrk
	1	98	1	2	Ancestrl
	2	98	2	2	Prolog
	3	98	8	2	Rave
F53		99	0	2	Crystal
	1	99	1	2	SMallet
	2	99	2	2	SCrystal
	3	99	3	2	RoundGlk
	4	99	4	2	LoudGlk
	5	99	5	2	GlkChime
	6	99	6	2	ClearBel
	7	99	7	2	XmasBell
	8	99	8	2	VbraBell
	9	99	9	2	DigBells
	10	99	16	2	ChorBell
	11	99	17	2	AirBells
	12	99	18	2	BellHarp
	13	99	19	2	Gmelimba
	14	99	127	2	Vibe 2
F54		100	0	2	Atmosph
	1	100	1	2	WarmAtm
	2	100	2	2	NylnHarp
	3	100	3	2	Harpvox
	4	100	4	2	HlReleas
	5	100	5	2	NylnRhod
	6	100	6	2	AmbntPad
	7	100	127	2	SyMallet
F55		101	0	2	Bghtness
	1	101	127	2	Windbell

GBN	Var	PC	CC00	CC32	Name
F56		102	0	2	Goblin
	1	102	1	2	Goblinsn
	2	102	2	2	50sSciFi
	3	102	127	2	Glock
F57		103	0	2	EchoDrop
	1	103	1	2	EchoBell
	2	103	2	2	EchoPan
	3	103	3	2	EchoPan2
	4	103	4	2	BigPnner
	5	103	5	2	ResPnner
	6	103	6	2	WaterPno
	7	103	127	2	TubeBell
F58		104	0	2	StarThm
	1	104	1	2	StarThm2
	2	104	127	2	Xylophon
F61		105	0	2	Sitar
	1	105	1	2	Sitar 2
	2	105	2	2	DetSitar
	3	105	8	2	Tambra
	4	105	16	2	Tamboura
	5	105	127	2	Marimba
F62		106	0	2	Banjo
	1	106	1	2	MutBanjo
	2	106	8	2	Rabab
	3	106	16	2	Gopichnt
	4	106	24	2	BsBanjo
	5	106	25	2	BsBanjo2
	6	106	28	2	BsBnjStr
	7	106	127	2	Koto
F63		107	0	2	Shamisen
	1	107	1	2	Tsugaru
	2	107	127	2	Sho
F64		108	0	2	Koto
	1	108	8	2	TaishKot
	2	108	16	2	MutdKoto
	3	108	17	2	MutdKto2
	4	108	18	2	MtKotoOc
	5	108	19	2	MtKotoCh
	6	108	127	2	Shakuhac
F65		109	0	2	Kalimba
	1	109	127	2	Whistle1
F66		110	0	2	Bagpipe
	1	110	8	2	Suona3
	2	110	9	2	Suona3Oc
	3	110	10	2	Suona3Du
	4	110	127	2	Whistle2
F67		111	0	2	Fiddle
	1	111	127	2	Bottlebl
F68		112	0	2	Shanai
	1	112	1	2	Shanai 2
	2	112	8	2	Pungi
	3	112	16	2	Hichirik
	4	112	127	2	BreathPi
F71		113	0	2	TinkBell
	1	113	8	2	Bonang
	2	113	9	2	Gender
	3	113	10	2	GmlanGng
	4	113	11	2	StGmelan
	5	113	16	2	RamaCymb
	6	113	127	2	Timpani
F72		114	0	2	Agogo
	1	114	8	2	Atarigan
	2	114	127	2	MelodTom
F73		115	0	2	SteelDrm
	1	115	127	2	DeepSnar
F74		116	0	2	Woodblck
	1	116	8	2	Castants
	2	116	127	2	ElcPerc1
F75		117	0	2	Taiko
	1	117	8	2	ConcrtBd
	2	117	127	2	ElcPerc2
F76		118	0	2	MeloTom1
	1	118	1	2	RealTom
	2	118	8	2	MeloTom2
	3	118	9	2	Rock Tom
	4	118	127	2	Taiko
F77		119	0	2	SynthDrm
	1	119	8	2	808 Tom
	2	119	9	2	ElecPerc
	3	119	127	2	TaikoRim
F78		120	0	2	Rev Cym
	1	120	1	2	Rev Cym2
	2	120	8	2	RevSnar1
	3	120	9	2	RevSnar2

GBN	Var	PC	CC00	CC32	Name
F78	4	120	16	2	RevKick1
	5	120	17	2	RevConBD
	6	120	24	2	RevTom 1
	7	120	25	2	RevTom 2
	8	120	127	2	Cymbal
F81		121	0	2	GFretNz
	1	121	1	2	GCutNz
	2	121	2	2	StrgSlap
	3	121	3	2	GCutNz2
	4	121	4	2	DistCutN
	5	121	5	2	BassSlid
	6	121	6	2	PckScrap
	7	121	127	2	Castanet
F82		122	0	2	BreathNz
	1	122	1	2	FlKeyClk
	2	122	127	2	Triangle
F83		123	0	2	Seashore
	1	123	1	2	Rain
	2	123	2	2	Thunder
	3	123	3	2	Wind
	4	123	4	2	Stream
	5	123	5	2	Bubble
	6	123	127	2	OrcheHit
F84		124	0	2	Bird
	1	124	1	2	Dog
	2	124	2	2	HorseGlp
	3	124	3	2	Bird 2
	4	124	4	2	Kitty
	5	124	5	2	Growl
	6	124	127	2	Teleph
F85		125	0	2	Teleph 1
	1	125	1	2	Teleph 2
	2	125	2	2	DoorCrkg
	3	125	3	2	Door
	4	125	4	2	Scratch
	5	125	5	2	WindChim
	6	125	7	2	Scratch2
	7	125	127	2	BirdTwet
F86		126	0	2	Helicptr
	1	126	1	2	CarEngin
	2	126	2	2	CarStop
	3	126	3	2	CarPass
	4	126	4	2	CarCrash
	5	126	5	2	Siren
	6	126	6	2	Train
	7	126	7	2	Jetplane
	8	126	8	2	Starship
	9	126	9	2	Burst Nz
	10	126	127	2	1NoteJam
F87		127	0	2	Applause
	1	127	1	2	Laughing
	2	127	2	2	Screamng
	3	127	3	2	Punch
	4	127	4	2	HeartBt
	5	127	5	2	FootStps
	6	127	6	2	Applaus2
	7	127	127	2	WterBell
F88		128	0	2	Gun Shot
	1	128	1	2	MchinGun
	2	128	2	2	Lasergun
	3	128	3	2	Explos
	4	128	127	2	JungleTn
G11		1	0	1	Piano 1
	1	1	8	1	UprightW
	2	1	16	1	European
	3	1	126	1	Piano 2
	4	1	127	1	Acou P1
G12		2	0	1	Piano 2
	1	2	8	1	PopPno W
	2	2	126	1	Piano 2
	3	2	127	1	Acou P2
G13		3	0	1	Piano 3
	1	3	8	1	Piano 3w
	2	3	126	1	Piano 2
	3	3	127	1	Acou P3
G14		4	0	1	Honky-T1
	1	4	8	1	Honky-T2
	2	4	126	1	Honky-T
	3	4	127	1	ElecPno1
G15		5	0	1	EPiano1
	1	5	8	1	StSoftEP
	2	5	16	1	FM+SA EP
	3	5	24	1	Wurly
	4	5	126	1	Piano 1
	5	5	127	1	ElecPno2

GBN	Var	PC	CC00	CC32	Name
G16		6	0	1	EPiano2
	1	6	8	1	DetunEP2
	2	6	16	1	St FM EP
	3	6	126	1	Piano 2
	4	6	127	1	ElecPno3
G17		7	0	1	Harpsi
	1	7	8	1	Coupled
	2	7	16	1	HarpsiW
	3	7	24	1	HarpsiO
	4	7	126	1	Piano 2
	5	7	127	1	ElecPno4
G18		8	0	1	Clav
	1	8	126	1	EPiano1
	2	8	127	1	Honky-T
G21		9	0	1	Celesta
	1	9	126	1	Cho EPno
	2	9	127	1	ElecOrg1
G22		10	0	1	Glockens
	1	10	126	1	EPiano2
	2	10	127	1	ElecOrg2
G23		11	0	1	MsicBox
	1	11	126	1	SteelStr
	2	11	127	1	ElecOrg3
G24		12	0	1	Vibraph
	1	12	8	1	VibW
	2	12	126	1	SteelStr
	3	12	127	1	ElecOrg4
G25		13	0	1	Marimba
	1	13	8	1	MarimbaW
	2	13	126	1	12Str Gt
	3	13	127	1	PipeOrg1
G26		14	0	1	Xyloph
	1	14	126	1	FunkGt
	2	14	127	1	PipeOrg2
G27		15	0	1	TubulB
	1	15	8	1	ChurchB
	2	15	9	1	Carillon
	3	15	126	1	MutedGt
	4	15	127	1	PipeOrg3
G28		16	0	1	Santur
	1	16	126	1	SlapBas
	2	16	127	1	Accord
G31		17	0	1	Organ 1
	1	17	8	1	DetOrg1
	2	17	16	1	60'sOrg1
	3	17	32	1	Organ 4
	4	17	126	1	SlapBas1
	5	17	127	1	Harpsi 1
G32		18	0	1	Organ 2
	1	18	8	1	DetOrg2
	2	18	32	1	Organ 5
	3	18	126	1	SlapBas1
	4	18	127	1	Harpsi 1
G33		19	0	1	Organ 3
	1	19	126	1	SlapBas1
	2	19	127	1	Harpsi 3
G34		20	0	1	Church 1
	1	20	8	1	Church 2
	2	20	16	1	Church 3
	3	20	126	1	SlapBas2
	4	20	127	1	Clavi 1
G35		21	0	1	ReedOrg
	1	21	126	1	SlapBas2
	2	21	127	1	Clavi 2
G36		22	0	1	Accord F
	1	22	8	1	Accord I
	2	22	126	1	SlapBas2
	3	22	127	1	Clavi 3
G37		23	0	1	Harmonc
	1	23	126	1	SlapBas2
	2	23	127	1	Celesta1
G38		24	0	1	Bandeon
	1	24	126	1	Fingered
	2	24	127	1	Celesta2
G41		25	0	1	NylonStr
	1	25	8	1	Ukulele
	2	25	16	1	NylonGtO
	3	25	32	1	NylonGt2
	4	25	126	1	Fingered
	5	25	127	1	SynBras1

GBN	Var	PC	CC00	CC32	Name
G42		26	0	1	SteelStr
	1	26	8	1	12Str Gt
	2	26	16	1	Mandoln
	3	26	126	1	Picked
	4	26	127	1	SynBras2
G43		27	0	1	Jazz Gt
	1	27	8	1	PedalStl
	2	27	126	1	Picked
	3	27	127	1	SynBras3
G44		28	0	1	Clean Gt
	1	28	8	1	ChorusGt
	2	28	126	1	Fretless
	3	28	127	1	SynBras4
G45		29	0	1	MutedGt
	1	29	8	1	Funk Gt
	2	29	16	1	Funk Gt2
	3	29	126	1	Ac Bass
	4	29	127	1	SynBass1
G46		30	0	1	Overdr
	1	30	126	1	ChoirAhs
	2	30	127	1	SynBass2
G47		31	0	1	Dist Gt
	1	31	8	1	Feedbck
	2	31	126	1	ChoirAhs
	3	31	127	1	SynBass3
G48		32	0	1	Harmonix
	1	32	8	1	Feedbck
	2	32	126	1	ChoirAhs
	3	32	127	1	SynBass4
G51		33	0	1	Acoustic
	1	33	126	1	ChoirAhs
	2	33	127	1	Fantasy
G52		34	0	1	FingerB
	1	34	126	1	SlowStrg
	2	34	127	1	HarmoPan
G53		35	0	1	PickBas
	1	35	126	1	Strings
	2	35	127	1	Chorale
G54		36	0	1	Fretles
	1	36	126	1	SynStrg3
	2	36	127	1	Glasses
G55		37	0	1	Slap 1
	1	37	126	1	SynStrg3
	2	37	127	1	Soundtrk
G56		38	0	1	SlapBas2
	1	38	126	1	Organ 1
	2	38	127	1	Atmosph
G57		39	0	1	SynBass1
	1	39	1	1	Synth101
	2	39	8	1	AcidBass
	3	39	126	1	Organ 1
	4	39	127	1	WarmBell
G58		40	0	1	SynBass2
	1	40	8	1	BeefFMBs
	2	40	16	1	RuberBs2
	3	40	126	1	Organ 1
	4	40	127	1	FunnyVox
G61		41	0	1	Violin
	1	41	8	1	SlViolin
	2	41	126	1	Organ 2
	3	41	127	1	EchoBell
G62		42	0	1	Viola
	1	42	126	1	Organ 1
	2	42	127	1	Ice Rain
G63		43	0	1	Cello
	1	43	126	1	Organ 1
	2	43	127	1	Oboe2001
G64		44	0	1	Contrabs
	1	44	126	1	Organ 2
	2	44	127	1	Echo Pan
G65		45	0	1	TremStrg
	1	45	126	1	Organ 2
	2	45	127	1	DoctSolo
G66		46	0	1	Pizzicat
	1	46	126	1	Organ 2
	2	46	127	1	ScholDaz
G67		47	0	1	Harp
	1	47	126	1	Trumpet
	2	47	127	1	Bellsing

GBN	Var	PC	CC00	CC32	Name
G68		48	0	1	Timpani
	1	48	126	1	Trumpet
	2	48	127	1	Square
G71		49	0	1	Strings
	1	49	8	1	Orchest
	2	49	126	1	Trombone
	3	49	127	1	StrSect1
G72		50	0	1	StSlow
	1	50	126	1	Trombone
	2	50	127	1	StrSect2
G73		51	0	1	SynStrg1
	1	51	8	1	SynStrg3
	2	51	126	1	Trombone
	3	51	127	1	StrSect3
G74		52	0	1	SynStrg2
	1	52	126	1	Trombone
	2	52	127	1	Pizzicat
G75		53	0	1	ChoirAhs
	1	53	32	1	ChoAahs
	2	53	126	1	Trombone
	3	53	127	1	Violin 1
G76		54	0	1	VoiceOhs
	1	54	126	1	Trombone
	2	54	127	1	Violin 2
G77		55	0	1	SynVox
	1	55	126	1	Alto Sax
	2	55	127	1	Cello 1
G78		56	0	1	Orch Hit
	1	56	126	1	TenorSax
	2	56	127	1	Cello 2
G81		57	0	1	Trumpet
	1	57	126	1	BaritSax
	2	57	127	1	Contrabs
G82		58	0	1	Trombon
	1	58	1	1	Trombon2
	2	58	126	1	Alto Sax
	3	58	127	1	Harp 1
G83		59	0	1	Tuba
	1	59	126	1	Brass 1
	2	59	127	1	Harp 2
G84		60	0	1	Mute Tp
	1	60	126	1	Brass 1
	2	60	127	1	Guitar 1
G85		61	0	1	Fr Horns
	1	61	1	1	Fr Horn2
	2	61	126	1	Brass 2
	3	61	127	1	Guitar 2
G86		62	0	1	Brass 1
	1	62	8	1	Brass 2
	2	62	126	1	Brass 2
	3	62	127	1	ElecGtr1
G87		63	0	1	SynBras1
	1	63	8	1	ProBrass
	2	63	16	1	OcSynBr
	3	63	126	1	Brass 1
	4	63	127	1	ElecGtr2
G88		64	0	1	SynBras2
	1	64	8	1	SynBrSfz
	2	64	16	1	VeloBrs1
	3	64	126	1	OrchHit
	4	64	127	1	Sitar
H11		65	0	1	SoprSax
	1	65	127	1	AcouBas1
H12		66	0	1	Alto Sax
	1	66	127	1	AcouBas2
H13		67	0	1	TenorSax
	1	67	127	1	ElecBas1
H14		68	0	1	Baritone
	1	68	127	1	ElecBas2
H15		69	0	1	Oboe
	1	69	127	1	SlapBas1
H16		70	0	1	EnglHorn
	1	70	127	1	SlapBas2
H17		71	0	1	Bassoon
	1	71	127	1	Fretles1
H18		72	0	1	Clarinet
	1	72	127	1	Fretles2

GBN	Var	PC	CC00	CC32	Name
H21		73	0	1	Piccolo
	1	73	127	1	Flute 1
H22		74	0	1	Flute
	1	74	127	1	Flute 2
H23		75	0	1	Recorder
	1	75	127	1	Piccolo1
H24		76	0	1	PanFlute
	1	76	127	1	Piccolo2
H25		77	0	1	BotBlow
	1	77	127	1	Recorder
H26		78	0	1	Shakuhac
	1	78	127	1	PanPipes
H27		79	0	1	Whistle
	1	79	127	1	Sax 1
H28		80	0	1	Ocarina
	1	80	127	1	Sax 2
H31		81	0	1	Square W
	1	81	1	1	MGSquare
	2	81	8	1	2600Sine
	3	81	127	1	Sax3
H32		82	0	1	SawWave
	1	82	1	1	OB2 Saw
	2	82	8	1	DoctSolo
	3	82	127	1	Sax 4
H33		83	0	1	SynCall
	1	83	127	1	Clarint1
H34		84	0	1	ChifferL
	1	84	127	1	Clarint2
H35		85	0	1	Charang
	1	85	127	1	Oboe
H36		86	0	1	SoloVox
	1	86	127	1	EnglHorn
H37		87	0	1	5thSawW
	1	87	127	1	Bassoon
H38		88	0	1	BassLead
	1	88	127	1	Harmonc
H41		89	0	1	Fantasia
	1	89	127	1	Trumpet1
H42		90	0	1	Warm Pad
	1	90	127	1	Trumpet2
H43		91	0	1	PolySyn
	1	91	127	1	Trombne1
H44		92	0	1	SpaceVce
	1	92	127	1	Trombne2
H45		93	0	1	BowedGls
	1	93	127	1	Fr Horn1
H46		94	0	1	MetalPad
	1	94	127	1	Fr Horn2
H47		95	0	1	Halo Pad
	1	95	127	1	Tuba
H48		96	0	1	SweepPad
	1	96	127	1	BrsSect1
H51		97	0	1	Ice Rain
	1	97	127	1	BrsSect2
H52		98	0	1	Soundtrk
	1	98	127	1	Vibe 1
H53		99	0	1	Crystal
	1	99	1	1	SMallet
	2	99	127	1	Vibe 2
H54		100	0	1	Atmosph
	1	100	127	1	SyMallet
H55		101	0	1	Windbell
	1	101	127	1	Windbell
H56		102	0	1	Goblin
	1	102	127	1	Glock
H57		103	0	1	EchoDrop
	1	103	1	1	EchoBell
	2	103	2	1	EchoPan
	3	103	127	1	TubeBell
H58		104	0	1	StarThm
	1	104	127	1	Xylophon

GBN	Var	PC	CC00	CC32	Name
H61		105	0	1	Sitar
	1	105	1	1	Sitar 2
	2	105	127	1	Marimba
H62		106	0	1	Banjo
	1	106	127	1	Koto
H63		107	0	1	Shamisen
	1	107	127	1	Sho
H64		108	0	1	Koto
	1	108	8	1	TaishKot
	2	108	127	1	Shakuhac
H65		109	0	1	Kalimba
	1	109	127	1	Whistle1
H66		110	0	1	Bagpipe
	1	110	127	1	Whistle2
H67		111	0	1	Fiddle
	1	111	127	1	Bottlebl
H68		112	0	1	Shanai
	1	112	127	1	BreathPi
H71		113	0	1	TinkBell
	1	113	127	1	Timpani
H72		114	0	1	Agogo
	1	114	127	1	MelodTom
H73		115	0	1	SteelDrm
	1	115	127	1	DeepSnar
H74		116	0	1	Woodblck
	1	116	8	1	Castants
	2	116	127	1	ElcPerc1
H75		117	0	1	Taiko
	1	117	8	1	ConcrtBd
	2	117	127	1	ElcPerc2
H76		118	0	1	MeloTom1
	1	118	8	1	MeloTom2
	2	118	127	1	Taiko
H77		119	0	1	SynthDrm
	1	119	8	1	808 Tom
	2	119	9	1	ElecPerc
	3	119	127	1	TaikoRim
H78		120	0	1	Rev Cym
	1	120	127	1	Cymbal
H81		121	0	1	GFretNz
	1	121	1	1	GCutNz
	2	121	2	1	StrgSlap
	3	121	127	1	Castanet
H82		122	0	1	BreathNz
	1	122	1	1	FlKeyClk
	2	122	127	1	Triangle
H83		123	0	1	Seashore
	1	123	1	1	Rain
	2	123	2	1	Thunder
	3	123	3	1	Wind
	4	123	4	1	Stream
	5	123	5	1	Bubble
	6	123	127	1	OrcheHit
H84		124	0	1	Bird
	1	124	1	1	Dog
	2	124	2	1	HorseGlp
	3	124	3	1	Bird 2
	4	124	127	1	Teleph
H85		125	0	1	Teleph 1
	1	125	1	1	Teleph 2
	2	125	2	1	DoorCrkg
	3	125	3	1	Door
	4	125	4	1	Scratch
	5	125	5	1	WindChim
	6	125	127	1	BirdTwet
H86		126	0	1	Helicptr
	1	126	1	1	CarEngin
	2	126	2	1	Car-Stop
	3	126	3	1	Car-Pass
	4	126	4	1	CarCrash
	5	126	5	1	Siren
	6	126	6	1	Train
	7	126	7	1	Jetplane
	8	126	8	1	Starship
	9	126	9	1	Burst Nz
	10	126	127	1	1NoteJam

GBN	Var	PC	CC00	CC32	Name
H87		127	0	1	Applause
	1	127	1	1	Laughing
	2	127	2	1	Screamng
	3	127	3	1	Punch
	4	127	4	1	HeartBt
	5	127	5	1	FootStps
	6	127	127	1	WterBell
H88		128	0	1	Gun Shot
	1	128	1	1	MchinGun
	2	128	2	1	Lasergun
	3	128	3	1	Explos
	4	128	127	1	JungleTn

23. Music Style list

قائمة الإيقاعات

11	ProgMksm	21	SaidiMsh
12	FunkOR	22	SaidiMdn
13	LatinOR	23	Saidi-M1
14	GipsyOr	24	Saidi-M2
15	Maksoum	25	Saidi-M3
16	Maks-Mlf	26	Saidi-Eg
17	Wehda-Kb	27	Saidi/L
18	WehdaKb2	28	Shaeri 1
31	Malfouf1	41	Noubi2
32	Malfouf2	42	DaregMsr
33	Malfouf 3	43	Dabkah
34	Sonbati	44	Katkofti
35	Masmoudi	45	Leebi
36	Samai-D	46	Maghrebi
37	Samai-T	47	Maghrbi 2
38	Waltz-OR	48	Greek
51	RmbaGulf	61	Fallahi
52	Arabi	62	Fallahy 2
53	Adani	63	BaladiFa
54	Sharh	64	Baladi
55	Khebeiti	65	Samba-Eg
56	Khebeiti2	66	Zekr
57	Guartcha	67	Zar
58	Fox	68	Zaffa
71	Rock'N3	81	ScatSwng
72	Pop Rock	82	R&B
73	70s&80s	83	Bossa 1
74	Light Rk	84	Salsa
75	LtDance	85	ChaCha
76	Pop 1B	86	Rhumba
77	Pop 2A	87	Mariachi
78	Pop 4B	88	P Jazz

24. Drum Sets مجموعات الطبول

		PC: 116 [CC32: 0]	PC: 116 [CC32: 1]	PC: 116 [CC32: 3]	PC: 1166 [CC32: 4]
	ORIENTAL	E-40 MODIFIED	ORIENTAL PERC. 1	ORIENTAL PERC. 2	ORIENTAL 3
C–1	0	---	---	---	---
	1	---	---	---	---
	2	---	---	---	---
	3	---	---	---	---
	4	---	---	---	---
	5	---	---	---	---
	6	---	---	---	---
	7	---	---	---	---
	8	---	---	---	---
	9	---	---	---	---
	10	---	---	---	---
	11	---	---	---	---
C0	12	---	---	---	Wadaiko
	13	---	---	---	Ohkawa
	14	---	---	---	Shimedaiko
	15	---	---	---	H kotsuzumi
	16	---	---	---	L Kotsuzumi
	17	---	---	---	Tabla_Ge
	18	---	---	---	Tabla_Na
	19	---	---	---	Tabla_Te
	20	---	---	---	Tabla_Tun
	21	---	---	---	Udo_Long
	22	---	---	---	Djembe_rim
	23	---	---	---	909 HandClap
C1	24	---	---	---	Tambourine
	25	---	---	---	ChaChaCBell
	26	---	---	---	Agogo
	27	---	---	---	Agogo
	28	---	---	---	NewShaker2
	29	---	---	---	NewShaker1
	30	---	---	---	IPopSn40_1
	31	---	---	---	Elec Snare 2
	32	---	---	---	909 Snare 2
	33	---	---	---	909 Snare 1
	34	---	---	---	Elec Kick 2
	35	---	---	---	TR-909 BD2
C2	36	Bass Drum (TR-707)	Bass Drum (TR-707)	Bass Drum (TR-707)	Std.2 Kick1
	37	Rim Shot (TR-707)	Rim Shot (TR-707)	Rim Shot (TR-707)	IPopCStk37_1
	38	Snare Drum (TR-707)	Snare Drum (TR-707)	Snare Drum (TR-707)	IPopSn38_1
	39	Hand Clap 1 Stereo (E-40)	Hand Clap 1 (Stereo)	Hand Clap 1 (Stereo)	HandClap1st
	40	Snare Drum (TR-707)	Hand Clap 2 (Mono)	Hand Clap 2 (Mono)	Hand Clap 21
	41	Tom 1 (from Standard)	Tom 1 (from Standard)	Tom 1 (from Standard)	TR-707 SD
	42	Closed Hi-Hat (TR-707)	Closed Hi-Hat (TR-707)	Closed Hi-Hat (TR-707)	Jazz Clsd.HH
	43	Tom 2 (from Standard)	Tom 2 (from Standard)	Tom 2 (from Standard)	Real Tom 6
	44	Closed Hi-Hat (TR-707)	Closed Hi-Hat (TR-707)	Closed Hi-Hat (TR-707)	Pedal HiHat
	45	Tom 3 (from Standard)	Tom 3 (from Standard)	Tom 3 (from Standard)	Real Tom 4
	46	Open Hi-Hat (TR-707)	Open Hi-Hat (TR-707)	Open Hi-Hat (TR-707)	Jazz Open HH
	47	Tom 4 (from Standard)	Tom 4 (from Standard)	Tom 4 (from Standard)	Real Tom 4
C3	48	Tom 5 (from Standard)	Tom 5 (from Standard)	Tom 5 (from Standard)	IPopTomL43
	49	Crash Cymbal (TR-707)	Crash Cymbal (TR-707)	Crash Cymbal (TR-707)	Crash Cym.1
	50	Tom 6 (from Standard)	Tom 6 (from Standard)	Tom 6 (from Standard)	IPopTomM47
	51	Ride Cymbal (from	Ride Cymbal (from	Ride Cymbal (from	NewRkRdCym1
	52	Doholla 2 Dom	Doholla 1 Rim 1	Doholla 2 Rim 1	IPopRd2_55
	53	Doholla 2 Sak	Doholla 1 Dom	Doholla 2 Dom	Dholla Dom
	54	Tamborin (from Standard)	Finger Doff A	Hager	Dholla Sak 1
	55	Doholla 2 Rim 1	Doholla 1 Rim 2	Doholla 2 Rim 2	Dholla Sak 2
	56	Cowbell (from Standard)	Cowbell (from Standard)	Cowbell (from Standard)	Dholla Sak 3
	57	Doholla 2 Rim 2	Doholla 1 Sak	Doholla 2 Sak	Dholla Rim
	58	Cabasha (from Standard)	Dof 2 Dom	Zir	Dholla Raka
	59	Dof 2 Dom	Dof 1 Rim 1	Dof 2 Rim 1	Dholla Tak 1
C4	60	Dof 2 Sak 1	Dof 1 Dom	Dof 2 Dom	Dholla Tak 2
	61	Bongos Dom (from E-40)	Dof 1 Sak 1	Dof 2 Sak 1	DofDom 1
	62	Dof 2 Sak 2	Dof 1 Rim 2	Dof 2 Rim 2	DofDom 2
	63	Bongos Tak (from E-40)	Dof 1 Sak 2	Dof 2 Sak 2	DofDom 3
	64	Dof 2 Rim	Tabla 1 Tak 1	Tabla 2 Tak 1	DofTak 1
	65	Tabla 2 Dom	Tabla 1 Tak 2	Tabla 2 Tak 2	DofTak 2
	66	Tabla Roll	Tabla Roll	Tabla Roll	DofSak 1
	67	Tabla 2 Sak	Tabla 1 Dom	Tabla 2 Dom	DofRim 1
	68	Tabla (FX) (Roll End)	Tabla (FX) (Roll End)	Tabla (FX) (Roll End)	DofSak 2
	69	Tabla 2 Tak	Tabla 1 Tak 3	Tabla 2 Tak 3	DofRim 2
	70	Tabla 2 Tik	Tabla 1 Sak	Tabla 2 Sak	DofSak 3
	71	Tabla 2 Rim	Tabla 1 Rim	Tabla 2 Rim	DofFinger 1
C5	72	Rek 2 Dom Open	Rek Trill	Rek Trill	DofFinger 2
	73	Rek 2 Rim	Rek 1 Sak	Rek 2 Sak	Tabla Raka 1
	74	Rek 2 Dom Closed	Rek 1 Tak 1	Rek 2 Dom Closed	Tabla Tak 1
	75	Rek 2 Tak 1	Rek 1 Rim	Rek 2 Rim	Tabla Tik 1
	76	Rek 2 Tak 2	Rek 1 Dom	Rek 2 Dom Open	Tabla Dom
	77	Rek 2 Sak	Rek 1 Tak 2	Rek 2 Tak 1	Tabla Sak
	78	Hager	Rek 1 Brass	Rek 2 Khana Open	Tabla Roll
	79	Rek 2 Khana Closed	Rek 1 Tak 3	Rek 2 Tak 2	Tabla Tak 2
	80	Zir	Rek 1 Roll	Rek 2 Roll	Tabla Raka 2
	81	Rek 2 Khana Open	Rek 1 Khana Closed	Rek 2 Khana Closed	Tabla Rim 1
	82	Rek 2 (Roll)	Tabl Noueri Rim	Tabl Noueri Rim	Tabla Toks
	83	Rek 2 Sak	Rek 1 Khana Open	Rek 2 Tak 3	Tabla Rim 2
C6	84	Sagat Mid	Sagat Mid	Sagat Mid	Tabla Tik 2
	85	Sagat High	Tabl Noueri Dom 1	Tabl Noueri Dom 2	Rek Raka
	86	Sagat Sak	Sagat High	Sagat High	Rek Dom
	87	Shaker (from Standard)	Tabl Noueri Tak 1	Tabl Noueri Tak 2	Rek Trill
	88	Zaghrouta A	Sagat Sak	Sagat Sak	Rek Tak 1
	89	Zaghrouta B	Hager	Bongos Dom	Rek Rim
	90	Tabl Noueri Dom	Zir	Nakrazan A	Rek Brass 1
	91	Nakrazan A	Nakrazan A	Bongos Tak	Rek Tok
	92	Tabl Noueri Rim	Zaghrouta 1 Loop	Zaghrouta 1 Loop	Rek Brass 2
	93	Nakrazan B	Nakrazan B	Bongos Rim	Rek Tak 2
	94	Tabl Noueri Tak	Zaghrouta 2 End	Zaghrouta 1 End	Rek Sak
	95	Bass Drum (TR-707)	Zaghrouta 2 Loop	Zaghrouta 2 Loop	Rek Tik
C7	96	Hand Clap 2 Mono (E-40)	Zaghrouta 2 End	Zaghrouta 2 End	Mazhar Dom

	ORIENTAL	PC: 116 [CC32: 1] E-40 MODIFIED	PC: 116 [CC32: 2] ORIENTAL PERC. 1	PC: 116 [CC32: 3] ORIENTAL PERC. 2	PC: 116 [CC32: 4] ORIENTAL 3
(C7)	(96)	Hand Clap 2 Mono (E-40)	Zaghrouta 2 End	Zaghrouta 2 End	Mazhar Dom
	97	---	---	---	Mazhar Tak
	98	---	---	---	Mazhar Sak
	99	---	---	---	Mazhar Brass
	100	---	---	---	Sagat Mid
	101	---	---	---	Sagat Hi
	102	---	---	---	Sagat Closed
	103	---	---	---	Sagat Sak
	104	---	---	---	Dofs Tak
	105	---	---	---	Dofs Dom
	106	---	---	---	Dofs Sak
	107	---	---	---	Dofs Rim 1
C8	108	---	---	---	Dofs Rim 2
	109	---	---	---	Dofs Dom st.
	110	---	---	---	TablaNurDom
	111	---	---	---	Dofs Sak st.
	112	---	---	---	TablaNurRim
	113	---	---	---	TablaNurTak
	114	---	---	---	TablaNurSak
	115	---	---	---	BassSlideFX
	116	---	---	---	BassSlapFX
	117	---	---	---	ZaghroutaSm2
	118	---	---	---	Zir 1
	119	---	---	---	ZaghroutaEd2
C9	120	---	---	---	NewHiBongo
	121	---	---	---	NewLoBongo
	122	---	---	---	NewCongaSlp
	123	---	---	---	NewCongaOp
	124	---	---	---	NewLoConga
	125	---	---	---	NewTmblHi
	126	---	---	---	NewTmblLo
G9	127	---	---	---	Hager 1

Drum Sets

		PC: 1 [CC32: 4] STANDRD 1	PC: 2 [CC32: 4] STANDRD 2	PC: 3 [CC32: 4] STNDR L/R	PC: 4 [CC32: 4] V-Pop1	PC: 5 [CC32: 4] V-R&B	PC: 6 [CC32: 4] V-Fiesta	PC: 9 [CC32: 4] ROOM	PC: 10 [CC32: 4] HIP HOP	PC: 11 [CC32: 4] JUNGLE	PC: 12 [CC32: 4] TECHNO
C–1	0	Std.1 Kick1	Std.1 Kick1	---	HipHop BD1	HipHop BD1	HipHop BD1	Std.1 Kick1	Elec Kick 2	Elec Kick 2	Elec Kick 2
	1	Std.1 Kick2	Std.1 Kick2	---	Jazz Kick 1	Jazz Kick 1	Jazz Kick 1	Std.1 Kick2	Elec Kick 1	Elec Kick 1	Elec Kick 1
	2	Std.2 Kick1	Std.2 Kick1	---	Mex_Kik36	Mex_Kik36	Mex_Kik36	Std.2 Kick1	CR78 BD 1	CR78 BD 1	CR78 BD 1
	3	Std2 Kick2	Std2 Kick2	---	85RmBsDrum1B	85RmBsDrum1B	85RmBsDrum1B	Std2 Kick2	CR78 BD 2	CR78 BD 2	CR78 BD 2
	4	Kick 1	Kick 1	---	85RmBsDrum2B	85RmBsDrum2B	85RmBsDrum2B	Kick 1	TR-606 BD1	TR-606 BD1	TR-606 BD1
	5	Kick 2	Kick 2	---	909 BD	909 BD	909 BD	Kick 2	TR-707 BD	TR-707 BD	TR-707 BD
	6	Jazz Kick 1	Jazz Kick 1	---	909 BD 2	909 BD 2	909 BD 2	Jazz Kick 1	808 Kick	808 Kick	808 Kick
	7	Jazz Kick 2	Jazz Kick 2	---	Jngl BD 2	Jngl BD 2	Jngl BD 2	Jazz Kick 2	TR-808 Kick	TR-808 Kick	TR-808 Kick
	8	Room Kick 1	Room Kick 1	---	HipHop BD	HipHop BD	HipHop BD	Room Kick 1	808 BD	808 BD	808 BD
	9	Room Kick 2	Room Kick 2	---	HipHop BD 2	HipHop BD 2	HipHop BD 2	Room Kick 2	TR-909 Kick	TR-909 Kick	TR-909 Kick
	10	Power Kick1	Power Kick1	---	85StBsDrum1B	85StBsDrum1B	85StBsDrum1B	Power Kick1	Dance Kick 2	Dance Kick 2	Dance Kick 2
	11	Power Kick2	Power Kick2	---	NewJzKik	NewJzKik	NewJzKik	Power Kick2	909 Comp BD	909 Comp BD	909 Comp BD
C0	12	Elec Kick 2	Elec Kick 2	---	NewRockKik	NewRockKik	NewRockKik	Elec Kick 2	TR-909 BD2	TR-909 BD2	TR-909 BD2
	13	Elec Kick 1	Elec Kick 1	---	CymbalRoll	CymbalRoll	CymbalRoll	Elec Kick 1	HipHop BD2	HipHop BD2	HipHop BD2
	14	TR-808 Kick	TR-808 Kick	---	NewRkCStkMn	NewRkCStkMn	NewRkCStkMn	TR-808 Kick	JungleBD Set	JungleBD Set	JungleBD Set
	15	TR-909 Kick	TR-909 Kick	---	85RmSnare1B	85RmSnare1B	85RmSnare1B	TR-909 Kick	Techno BD1	Techno BD1	Techno BD1
	16	Dance Kick 2	Dance Kick 2	---	85RmSnare2B	85RmSnare2B	85RmSnare2B	Dance Kick 2	Bounce	Bounce	Bounce
	17	Voice One	Voice One	Voice One	85StSnare1B	85StSnare1B	85StSnare1B	Voice One	Voice One	Voice One	Voice One
	18	Voice Two	Voice Two	Voice Two	85StSnare2B	85StSnare2B	85StSnare2B	Voice Two	Voice Two	Voice Two	Voice Two
	19	Voice Three	Voice Three	Voice Three	NewJzSn2	NewJzSn2	NewJzSn2	Voice Three	Voice Three	Voice Three	Voice Three
	20	85Rm BsDrum1	---	---	NewJzSn1	NewJzSn1	NewJzSn1	85St BsDrum1	Jngl BD	HipHop BD 2	909 BD
	21	85Rm BsDrum2	---	---	NewR&BSn	NewR&BSn	NewR&BSn	85St BsDrum2	Jngl BD 2	HipHop BD	Fat BD
	22	MC-500 Beep	MC-500 Beep	MC-500 Beep	NewRockSn2mn	NewRockSn2mn	NewRockSn2mn	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep
	23	MC-500 Beep	MC-500 Beep	MC-500 Beep	NewRockSn1mn	NewRockSn1mn	NewRockSn1mn	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep
C1	24	Concert Snr	Concert Snr	Concert Snr	IPopSn38mn	IPopSn38mn	IPopSn38mn	Concert Snr	Concert Snr	Concert Snr	Concert Snr
	25	Snare Roll	Snare Roll	Snare Roll	IPopGstS39mn	IPopGstS39mn	IPopGstS39mn	Snare Roll	Snare Roll	Snare Roll	Snare Roll
	26	FingerSnaps2	Finger Snap	FingerSnaps2	IPopSn38mn	IPopSn38mn	IPopSn38mn	Finger Snap	FingerSnaps2	FingerSnaps2	FingerSnaps2
	27	High-Q	High-Q	High-Q	FingerSnaps2	FingerSnaps2	FingerSnaps2	High-Q	High-Q	High-Q	High-Q
	28	Slap	Slap	Slap	707 Claps	707 Claps	707 Claps	Slap	Slap	Slap	Slap
	29	ScratchPush	ScratchPush	ScratchPush	808clap	808clap	808clap	ScratchPush	Scrtch Push2	Scrtch Push2	Scrtch Push2
	30	ScratchPull	ScratchPull	ScratchPull	Hand clap2	Hand clap2	Hand clap2	ScratchPull	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2
	31	Sticks	Sticks	Sticks	909 HandClap	909 HandClap	909 HandClap	Sticks	Sticks	Sticks	Sticks
	32	SquareClick	SquareClick	SquareClick	IPopPHat32	IPopPHat32	Mex_PHat32	SquareClick	SquareClick	SquareClick	SquareClick
	33	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	GospelHClp1	GospelHClp1	GospelHClp1	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click
	34	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	IPopSRll30st	IPopSRll30mn	Mex_SnrRol34	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell
	35	BsDrum1	Std2 Kick2	85StBsDrum1B	IPopKik35	IPopKik35	Mex_Kik35	85Rm BsDrum1	HipHop BD 2	Jngl BD	808 BD
C2	36	85St BsDrum2	Std.2 Kick1	85StBsDrum2B	IPopKik36	IPopKik36	Mex_Kik36	85Rm BsDrum2	HipHop BD	Jngl BD 2	909 BD 2
	37	Side Stick	Side Stick	Side Stick	IPopCStk37st	IPopCStk37mn	IPopCStk37mn	Side Stick	808 Rimshot	Jngl SD Rim	909 SD Rim
	38	85St Snare2	Std.2 Snare1	85StSnare2B	IPopSn38st	NewR&BSn	Mex_Snr38	85Rm Snare2	LoFi SD 1	HipHop SD 1	606 SD 2
	39	909 HandClap	808clap	909 HandClap	IPopGstS39st	NewR&BSnGst	Mex_GstS39	808clap	707 Claps	R&B Claps 1	909 Claps
	40	85St Snare1	Std.2 Snare2	85StSnare1B	IPopSn40st	IPopSn40mn	Mex_Snr40	85Rm Snare1	LoFi SD 2	Jngl SD	Techno SD
	41	85St Tom16	Real Tom 6	85StTom16B	IPopTomLFl41	IPopTomLFl41	IPopTomLFl41	Room Tom 5	85Jz Tom16	909 Tom	606 Dist.Tom
	42	85St ClsHat	Jazz Clsd.HH	85StClsHatB	IPopHat1_42	IPopHat1_42	Mex_Hat1_42	85Rm ClsHat	Room Chh	606 CH	TR-707 HH-c
	43	85St Tom16	Real Tom 6	85StTom16B	IPopTomL43	IPopTomL43	IPopTomL43	Room Tom 5	85Jz Tom16	909 Tom	606 Dist.Tom
	44	Pedal HiHat2	Pedal HiHat	Pedal HiHat2	IPopHat2_44	IPopHat2_44	Mex_Hat2_44	Pedal HiHat	Pedal HiHat	Jungle HH	CR-78 chh
	45	85St Tom12	Real Tom 4	85StTom12B	IPopTomMFl45	IPopTomMFl45	IPopTomMFl45	Room Tom 2	85Jz Tom13	909 Tom	606 Dist.Tom
	46	85St OpenHat	Jazz Open HH	85StOpenHatB	IPopHat3_46	IPopHat3_46	Mex_Hat3_46	85Rm OpenHat	R8 Ohh2	606 HiHat Op	909 OH
	47	85St Tom12	Real Tom 4	85StTom12B	IPopTomM47	IPopTomM47	IPopTomM47	Room Tom 2	85Jz Tom13	909 Tom	606 Dist.Tom
C3	48	85St Tom10	Real Tom 1	85StTom10B	IPopTomHFl48	IPopTomHFl48	IPopTomHFl48	Room Tom 2	85Jz Tom12	909 Tom	606 Dist.Tom
	49	85St CrsCym1	Crash Cym.1	85StCrsCym1B	IPopCyml2_52	IPopCym1_49	IPopCym1_49	85Rm CrsCym1	909 Crash	Jngl Crash	909 Crash
	50	85St Tom10	Real Tom 1	85StTom10B	IPopTomH50	IPopTomH50	IPopTomH50	Room Tom 2	85Jz Tom12	909 Tom	606 Dist.Tom
	51	85St RdCym	Ride Cymbal	85StRdCymB	IPopRd1_51	IPopRd1_51	IPopRd1_51	85Rm RdCym	Ride Cymbal	Ride Cymbal	Ride Cymbal
	52	ChinaCymbal	ChinaCymbal	ChinaCymbal	IPopCym1_49	IPopCyml2_52	IPopCyml2_52	ChinaCymbal	ReverseCymbl	ReverseCymbl	ReverseCymbl
	53	85St RdBell	Ride Bell	85StRdBellB	IPopRd2_55	IPopRd2_55	IPopRd2_55	85Rm RdBell	Ride Bell	Ride Bell	Ride Bell
	54	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Shake Tamb	Shake Tamb	Shake Tamb
	55	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.
	56	Cowbell	Cowbell Snare	Cowbell	ChaChaCBell	ChaChaCBell	ChaChaCBell	Cowbell	808cowbe	808cowbe	808cowbe
	57	Crash Cym.2	Crash Cym.2	Crash Cym.2	NewRkCrCym2	NewRkCrCym2	NewRkCrCym2	Crash Cym.2	Crash Cym.2	Crash Cym.2	909 Crash
	58	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap
	59	Ride Cymbal	Ride Cymbal	Ride Cymbal	NewRkRdCym1	NewRkRdCym1	NewRkRdCym1	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
C4	60	Bongo High	Bongo High	Bongo High	NewHiBongo	NewHiBongo	NewHiBongo	Bongo High	Bongo High	Bongo High	CR78 HiBongo
	61	Bongo Lo	Bongo Lo	Bongo Lo	NewLoBongo	NewLoBongo	NewLoBongo	Bongo Lo	Bongo Lo	Bongo Lo	CR78 LoBongo
	62	Mute H.Conga	Mute H.Conga	Mute H.Conga	NewCongaSlp	NewCongaSlp	NewCongaSlp	Mute H.Conga	Mute H.Conga	Mute H.Conga	808 Conga
	63	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	NewCongaOp	NewCongaOp	NewCongaOp	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	808 Conga
	64	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	NewLoConga	NewLoConga	NewLoConga	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	808 Conga
	65	High Timbale	High Timbale	High Timbale	NewTmblHi	NewTmblHi	NewTmblHi	High Timbale	High Timbale	High Timbale	High Timbale
	66	Low Timbale	Low Timbale	Low Timbale	NewTmblLo	NewTmblLo	NewTmblLo	Low Timbale	Low Timbale	Low Timbale	Low Timbale
	67	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
	68	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
	69	Cabasa	Cabasa	Cabasa	NewShaker2	NewShaker2	NewShaker2	Cabasa	Cabasa	Cabasa	Cabasa
	70	Maracas	Maracas	Maracas	NewShaker1	NewShaker1	NewShaker1	Maracas	808marac	808marac	808marac
	71	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle
C5	72	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle
	73	Short Guiro	Short Guiro	Short Guiro	NewQuide1	NewQuide1	NewQuide1	Short Guiro	Short Guiro	Short Guiro	Short Guiro
	74	Long Guiro	Long Guiro	Long Guiro	NewQuide2	NewQuide2	NewQuide2	Long Guiro	CR78 Guiro	CR78 Guiro	CR78 Guiro
	75	Claves	Claves	Claves	NewClaves	NewClaves	NewClaves	Claves	808clave	808clave	808clave
	76	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	77	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	78	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Hoo	Hoo	Hoo
	79	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Hoo	Hoo	Hoo
	80	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl
	81	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl
	82	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker 2	Jngl Shaker	626 Shaker
	83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6	84	Bell Tree	Bar Chimes	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
	85	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
	86	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
	87	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
	88	Applause 2	Applause 2	Applause 2	CRcir	CRcir	CRcir	Applause 2	Small Club	Small Club	Applause 2
	89	---	---	---	NewTmblHiFlm	NewTmblHiFlm	NewTmblHiFlm	---	HipHop SD 2	Jngl BD Roll	Dance SD
	90	---	---	---	NewTmblLoFlm	NewTmblLoFlm	NewTmblLoFlm	---	LoFi SD Rim	Jngl SD Roll	House SD
	91	---	---	---	NewTmblPHS	NewTmblPHS	NewTmblPHS	---	HipHop Claps	606 SD 2	Rock SD Dry
	92	---	---	---	NewShekere1	NewShekere1	NewShekere1	---	85St Snare1	Dance SD	Jngl SD
	93	---	---	---	NewShekere2	NewShekere2	NewShekere2	---	85St Snare2	Techno SD	LoFi SD 1
	94	---	---	---	NHBngoMute	NHBngoMute	NHBngoMute	---	85Rm Snare1	House SD	LoFi SD 2
	95	85Rm Snare2	---	85St BsDrum1	NewLBngoMute	NewLBngoMute	NewLBngoMute	85St Snare2	85Rm Snare2	Rock SD Dry	HipHop SD 1
C7	96	85Rm Snare1	---	85St BsDrum2	CajonHi	CajonHi	CajonHi	85St Snare1	Dance SD	LoFi SD 1	HipHop SD 2

		PC: 1 [CC32: 4] STANDRD 1	PC: 2 [CC32: 4] STANDRD 2	PC: 3 [CC32: 4] STNDRD L/R	PC: 4 [CC32: 4] V-Pop1	PC: 5 [CC32: 4] V-R&B	PC: 6 [CC32: 4] V-Fiesta	PC: 9 [CC32: 4] ROOM	PC: 10 [CC32: 4] HIP HOP	PC: 11 [CC32: 4] JUNGLE	PC: 12 [CC32: 4] TECHNO
(C7)	(96)	(85Rm Snare1)	---	(85St BsDrum2)	(CajonHi)	(CajonHi)	(CajonHi)	(85St Snare1)	(Dance SD)	(LoFi SD 1)	(HipHop SD 2)
	97	Std.1 Snare1	Std.1 Snare1	85St CrsCym1	CajonHiFlm	CajonHiFlm	CajonHiFlm	Std.1 Snare1	Techno Hit	Techno Hit	Techno Hit
	98	Std.1 Snare2	Std.1 Snare2	85St Snare2	CajonLo	CajonLo	CajonLo	Std.1 Snare2	Philly Hit	Philly Hit	Philly Hit
	99	Std.2 Snare1	Std.2 Snare1	85St RdCym	CajonLoFlm	CajonLoFlm	CajonLoFlm	Std.2 Snare1	Shock Wave	Shock Wave	Shock Wave
	100	Std.2 Snare2	Std.2 Snare2	85St Snare1	FlmncoHClp1	FlmncoHClp1	FlmncoHClp1	Std.2 Snare2	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave
	101	Tight Snare	Tight Snare	85St Tom16	FlmncoHClp1	FlmncoHClp1	FlmncoHClp1	Tight Snare	Bam Hit	Bam Hit	Bam Hit
	102	Standard SN1	Standard SN1	85St ClsHat	BongoCowBell	BongoCowBell	BongoCowBell	Standard SN1	Bim Hit	Bim Hit	Bim Hit
	103	LD Snare M	LD Snare M	85St Tom12	AfHey	AfHey	AfHey	LD Snare M	TapeRewind	TapeRewind	TapeRewind
	104	LD Snare C	LD Snare C	85St RdBell	MamboCowBell	MamboCowBell	MamboCowBell	LD Snare C	Phono Noise	Phono Noise	Phono Noise
	105	Jazz Snare 1	Jazz Snare 1	85St Tom10	MexFVox2	MexFVox2	MexFVox2	Jazz Snare 1	Dance Snare1	Dance Snare1	Dance Snare1
	106	Jazz Snare 2	Jazz Snare 2	85St OpenHat	AfFoots	AfFoots	AfFoots	Jazz Snare 2	Power Snare2	Power Snare2	Power Snare2
	107	Room Snare 1	Room Snare 1	85StBsDrum1P	MexFVox1	MexFVox1	MexFVox1	Room Snare 1	Elec Snare 1	Elec Snare 1	Elec Snare 1
C8	108	Room Snare 2	Room Snare 2	85StBsDrum2P	MexMVox1	MexMVox1	MexMVox1	Room Snare 2	Dance Snare2	Dance Snare2	Dance Snare2
	109	Dance Snare1	Dance Snare1	85StCrsCym1P	YodelFVox1	YodelFVox1	YodelFVox1	Dance Snare1	Elec Snare 2	Elec Snare 2	Elec Snare 2
	110	Power Snare1	Power Snare1	85StSnare2P	MexMVox2	MexMVox2	MexMVox2	Power Snare1	Elec. Snare	Elec. Snare	Elec. Snare
	111	Rev.Snare	Rev.Snare	85St RdCym P	YodelMVox1	YodelMVox1	YodelMVox1	Rev.Snare	Elec Snare 3	Elec Snare 3	Elec Snare 3
	112	Power Snare2	Power Snare2	85St Snare1P	MexMVox3	MexMVox3	MexMVox3	Power Snare2	66sn260	66sn260	66sn260
	113	Elec Snare 1	Elec Snare 1	85St Tom16 P	FlmncoFVox1	FlmncoFVox1	FlmncoFVox1	Elec Snare 1	TR-707 SD	TR-707 SD	TR-707 SD
	114	Dance Snare2	Dance Snare2	85St ClsHatP	YodelFVox2	YodelFVox2	YodelFVox2	Dance Snare2	808 Snare 1	808 Snare 1	808 Snare 1
	115	Elec Snare 2	Elec Snare 2	85St Tom12 P	FlmncoFVox2	FlmncoFVox2	FlmncoFVox2	Elec Snare 2	808 Snare 2	808 Snare 2	808 Snare 2
	116	Elec. Snare	Elec. Snare	85St RdBellP	NewWhistle1	NewWhistle1	NewWhistle1	Elec. Snare	TR-808 SD2	TR-808 SD2	TR-808 SD2
	117	Elec Snare 3	Elec Snare 3	85St Tom10 P	FlmncoFVox3	FlmncoFVox3	FlmncoFVox3	Elec Snare 3	909 Snare 1	909 Snare 1	909 Snare 1
	118	TR-707 SD	TR-707 SD	85StOpenHatP	NewWhistle2	NewWhistle2	NewWhistle2	TR-707 SD	909 Snare 2	909 Snare 2	909 Snare 2
	119	808 Snare 1	808 Snare 1	---	FlmncoMVox1	FlmncoMVox1	FlmncoMVox1	808 Snare 1	909 SD 1	909 SD 1	909 SD 1
C9	120	808 Snare 2	808 Snare 2	---	FlmncoMVox2	FlmncoMVox2	FlmncoMVox2	808 Snare 2	TR-909 SD2	TR-909 SD2	TR-909 SD2
	121	909 Snare 1	909 Snare 1	---	BrazilVox1	BrazilVox1	BrazilVox1	909 Snare 1	Rap Snare	Rap Snare	Rap Snare
	122	909 Snare 2	909 Snare 2	---	FlmncoMVox3	FlmncoMVox3	FlmncoMVox3	909 Snare 2	JungleSD1	JungleSD1	JungleSD1
	123	Rap Snare	Rap Snare	---	BrazilVox2	BrazilVox2	BrazilVox2	Rap Snare	House SD	House SD	House SD
	124	JungleSD1	JungleSD1	---	BrazilVox3	BrazilVox3	BrazilVox3	JungleSD1	House Snare	House Snare	House Snare
	125	House SD	House SD	---	AfAahhh	AfAahhh	AfAahhh	House SD	House SD	House SD	House SD
	126	House Snare	House Snare	---	p33137v	p33137v	p33137v	House Snare	Voice Tah	Voice Tah	Voice Tah
G9	127	House SD	House SD	--	p33168v	p33168v	p33168v	House SD	Noise Slap	Noise Slap	Noise Slap

		PC: 13 [CC32: 4] ROOM L/R	PC: 14 [CC32: 4] HOUSE	PC: 17 [CC32: 4] POWER	PC: 18 [CC32: 4] V-Rock1	PC: 19 [CC32: 4] V-Rock2	PC: 25 [CC32: 4] ELECTRNC	PC: 26 [CC32: 4] TR-808	PC: 27 [CC32: 4] DANCE	PC: 28 [CC32: 4] CR-78	PC: 29 [CC32: 4] TR-606
(C7)	(96)	(85Rm BsDrum2)	(Jngl SD)	(---)	(CajonHi)	(CajonHi)	(---)	(---)	(HipHop SD 2)	(---)	(---)
	97	85Rm CrsCym1	Techno Hit	Std.1 Snare1	CajonHiFlm	CajonHiFlm	Techno Hit	Techno Hit	Techno Hit	Techno Hit	Techno Hit
	98	85Rm Snare2	Philly Hit	Std.1 Snare2	CajonLo	CajonLo	Philly Hit	Philly Hit	Philly Hit	Philly Hit	Philly Hit
	99	85Rm RdCym	Shock Wave	Std.2 Snare1	CajonLoFlm	CajonLoFlm	Shock Wave	Shock Wave	Shock Wave	Shock Wave	Shock Wave
	100	85Rm Snare1	Lo Fi Rave	Std.2 Snare2	FlmncoHClp1	FlmncoHClp1	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave
	101	Room Tom 5	Bam Hit	Tight Snare	FlmncoHClp1	FlmncoHClp1	Bam Hit	Bam Hit	Bam Hit	Bam Hit	Bam Hit
	102	85Rm ClsHat	Bim Hit	Standard SN1	BongoCowBell	BongoCowBell	Bim Hit	Bim Hit	Bim Hit	Bim Hit	Bim Hit
	103	Room Tom 2	TapeRewind	LD Snare M	AfHey	AfHey	TapeRewind	TapeRewind	TapeRewind	TapeRewind	TapeRewind
	104	85Rm RdBell	Phono Noise	LD Snare C	MamboCowBell	MamboCowBell	Phono Noise	Phono Noise	Phono Noise	Phono Noise	Phono Noise
	105	Room Tom 2	Dance Snare1	Jazz Snare 1	MexFVox2	MexFVox2	Dance Snare1	Dance Snare1	Dance Snare1	Dance Snare1	Dance Snare1
	106	85Rm OpenHat	Power Snare2	Jazz Snare 2	AfFoots	AfFoots	Power Snare2	Power Snare2	Power Snare2	Power Snare2	Power Snare2
	107	85RmBsDrum1P	Elec Snare 1	Room Snare 1	MexFVox1	MexFVox1	Elec Snare 1	Elec Snare 1	Elec Snare 1	Elec Snare 1	Elec Snare 1
C8	108	85RmBsDrum2P	Dance Snare2	Room Snare 2	MexMVox1	MexMVox1	Dance Snare2	Dance Snare2	Dance Snare2	Dance Snare2	Dance Snare2
	109	85RmCrsCym1P	Elec Snare 2	Dance Snare1	YodelFVox1	YodelFVox1	Elec Snare 2	Elec Snare 2	Elec Snare 2	Elec Snare 2	Elec Snare 2
	110	85RmSnare2 P	Elec. Snare	Power Snare1	MexMVox2	MexMVox2	Elec. Snare	Elec. Snare	Elec. Snare	Elec. Snare	Elec. Snare
	111	85Rm RdCymP	Elec Snare 3	Rev.Snare	YodelMVox1	YodelMVox1	Elec Snare 3	Elec Snare 3	Elec Snare 3	Elec Snare 3	Elec Snare 3
	112	85RmSnare1P	66sn260	Power Snare2	MexMVox3	MexMVox3	66sn260	66sn260	66sn260	66sn260	66sn260
	113	Room Tom 5 P	TR-707 SD	Elec Snare 1	FlmncoFVox1	FlmncoFVox1	TR-707 SD	TR-707 SD	TR-707 SD	TR-707 SD	TR-707 SD
	114	85Rm ClsHatP	808 Snare 1	Dance Snare2	YodelFVox2	YodelFVox2	808 Snare 1	808 Snare 1	808 Snare 1	808 Snare 1	808 Snare 1
	115	Room Tom 2 P	808 Snare 2	Elec Snare 2	FlmncoFVox2	FlmncoFVox2	808 Snare 2	808 Snare 2	808 Snare 2	808 Snare 2	808 Snare 2
	116	85Rm RdCymP	TR-808 SD2	Elec. Snare	NewWhistle1	NewWhistle1	TR-808 SD2	TR-808 SD2	TR-808 SD2	TR-808 SD2	TR-808 SD2
	117	Room Tom 2 P	909 Snare 1	Elec Snare 3	FlmncoFVox3	FlmncoFVox3	909 Snare 1	909 Snare 1	909 Snare 1	909 Snare 1	909 Snare 1
	118	85RmOpenHatP	909 Snare 2	TR-707 SD	NewWhistle2	NewWhistle2	909 Snare 2	909 Snare 2	909 Snare 2	909 Snare 2	909 Snare 2
	119	---	909 SD 1	808 Snare 1	FlmncoMVox1	FlmncoMVox1	909 SD 1	909 SD 1	909 SD 1	909 SD 1	909 SD 1
C9	120	---	TR-909 SD2	808 Snare 2	FlmncoMVox2	FlmncoMVox2	TR-909 SD2	TR-909 SD2	TR-909 SD2	TR-909 SD2	TR-909 SD2
	121	---	Rap Snare	909 Snare 1	BrazilVox1	BrazilVox1	Rap Snare	Rap Snare	Rap Snare	Rap Snare	Rap Snare
	122	---	JungleSD1	909 Snare 2	FlmncoMVox3	FlmncoMVox3	JungleSD1	JungleSD1	JungleSD1	JungleSD1	JungleSD1
	123	---	House SD	Rap Snare	BrazilVox2	BrazilVox2	House SD	House SD	House SD	House SD	House SD
	124	---	House Snare	JungleSD1	BrazilVox3	BrazilVox3	House Snare	House Snare	House Snare	House Snare	House Snare
	125	---	House SD	House SD	AfAahhh	AfAahhh	House SD	House SD	House SD	House SD	House SD
	126	---	Voice Tah	House Snare	p33137v	p33137v	Voice Tah	Voice Tah	Voice Tah	Voice Tah	Voice Tah
G9	127	---	Noise Slap	House SD	p33168v	p33168v	Noise Slap	Noise Slap	Noise Slap	Noise Slap	Noise Slap

		PC: 13 [CC32: 4] ROOM L/R	PC: 14 [CC32: 4] HOUSE	PC: 17 [CC32: 4] POWER	PC: 18 [CC32: 4] V-Rock1	PC: 19 [CC32: 4] V-Rock2	PC: 25 [CC32: 4] ELECTRNC	PC: 26 [CC32: 4] TR-808	PC: 27 [CC32: 4] DANCE	PC: 28 [CC32: 4] CR-78	PC: 29 [CC32: 4] TR-606
C–1	0	---	Elec Kick 2	Std.1 Kick1	HipHop BD1	HipHop BD1	Elec Kick 2	Elec Kick 2	Elec Kick 2	Elec Kick 2	Elec Kick 2
	1	---	Elec Kick 1	Std.1 Kick2	Jazz Kick 1	Jazz Kick 1	Elec Kick 1	Elec Kick 1	Elec Kick 1	Elec Kick 1	Elec Kick 1
	2	---	CR78 BD 1	Std.2 Kick1	Mex_Kik36	Mex_Kik36	CR78 BD 1	CR78 BD 1	CR78 BD 1	CR78 BD 1	CR78 BD 1
	3	---	CR78 BD 2	Std2 Kick2	85RmBsDrum1B	85RmBsDrum1B	CR78 BD 2	CR78 BD 2	CR78 BD 2	CR78 BD 2	CR78 BD 2
	4	---	TR-606 BD1	Kick 1	85RmBsDrum2B	85RmBsDrum2B	TR-606 BD1	TR-606 BD1	TR-606 BD1	TR-606 BD1	TR-606 BD1
	5	---	TR-707 BD	Kick 2	909 BD	909 BD	TR-707 BD	TR-707 BD	TR-707 BD	TR-707 BD	TR-707 BD
	6	---	808 Kick	Jazz Kick 1	909 BD 2	909 BD 2	808 Kick	808 Kick	808 Kick	808 Kick	808 Kick
	7	---	TR-808 Kick	Jazz Kick 2	Jngl BD 2	Jngl BD 2	TR-808 Kick	TR-808 Kick	TR-808 Kick	TR-808 Kick	TR-808 Kick
	8	---	808 BD	Room Kick 1	HipHop BD	HipHop BD	808 BD	808 BD	808 BD	808 BD	808 BD
	9	---	TR-909 Kick	Room Kick 2	HipHop BD 2	HipHop BD 2	TR-909 Kick	TR-909 Kick	TR-909 Kick	TR-909 Kick	TR-909 Kick
	10	---	Dance Kick 2	Power Kick1	85StBsDrum1B	85StBsDrum1B	Dance Kick 2	Dance Kick 2	Dance Kick 2	Dance Kick 2	Dance Kick 2
	11	---	909 Comp BD	Power Kick2	NewJzKik	NewJzKik	909 Comp BD	909 Comp BD	909 Comp BD	909 Comp BD	909 Comp BD
C0	12	---	TR-909 BD2	Elec Kick 2	NewRockKik	NewRockKik	TR-909 BD2	TR-909 BD2	TR-909 BD2	TR-909 BD2	TR-909 BD2
	13	---	HipHop BD2	Elec Kick 1	CymbalRoll	CymbalRoll	HipHop BD2	HipHop BD2	HipHop BD2	HipHop BD2	HipHop BD2
	14	---	JungleBD Set	TR-808 Kick	NewRkCStkMn	NewRkCStkMn	JungleBD Set	JungleBD Set	JungleBD Set	JungleBD Set	JungleBD Set
	15	---	Techno BD1	TR-909 Kick	85RmSnare1B	85RmSnare1B	Techno BD1	Techno BD1	Techno BD1	Techno BD1	Techno BD1
	16	---	Bounce	Dance Kick 2	85RmSnare2B	85RmSnare2B	Bounce	Bounce	Bounce	Bounce	Bounce
	17	Voice One	Voice One	Voice One	85StSnare1B	85StSnare1B	Voice One	Voice One	Voice One	Voice One	Voice One
	18	Voice Two	Voice Two	Voice Two	85StSnare2B	85StSnare2B	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two
	19	Voice Three	Voice Three	Voice Three	NewJzSn2	NewJzSn2	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three
	20	---	Fat BD	---	NewJzSn1	NewJzSn1	---	---	909 BD	---	---
	21	---	Dance BD	--	NewR&BSn	NewR&BSn	---	---	909 BD 2	---	---
	22	MC-500 Beep	MC-500 Beep	MC-500 Beep	IPopSn40mn	IPopSn40mn	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep
	23	MC-500 Beep	MC-500 Beep	MC-500 Beep	IPopSn38mn	IPopSn38mn	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep
C1	24	Concert Snr	Concert Snr	Concert Snr	IPopSn38mn	IPopSn38mn	Concert Snr	Concert Snr	Concert Snr	Concert Snr	Concert Snr
	25	Snare Roll	Snare Roll	Snare Roll	IPopGstS39mn	IPopGstS39mn	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll
	26	Finger Snap	FingerSnaps2	FingerSnaps2	IPopSn40mn	IPopSn38mn	Finger Snap	FingerSnaps2	Finger Snap	FingerSnaps2	FingerSnaps2
	27	High-Q	High-Q	High-Q	FingerSnaps2	FingerSnaps2	High-Q	High-Q	High-Q	High-Q	High-Q
	28	Slap	Slap	Slap	707 Claps	707 Claps	Slap	Slap	Slap	Slap	Slap
	29	ScratchPush	Scrtch Push2	ScratchPush	808clap	808clap	Scrtch Push2	Scrtch Push2	Scrtch Push2	Scrtch Push2	Scrtch Push2
	30	ScratchPull	Scrtch Pull2	ScratchPull	Hand clap2	Hand clap2	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2
	31	Sticks	Sticks	Sticks	909 HandClap	909 HandClap	Sticks	Sticks	Sticks	Sticks	Sticks
	32	SquareClick	SquareClick	SquareClick	NewRkHatPdl	NewRkHatPdl	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick
	33	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	GospelHClp1	GospelHClp1	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click
	34	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	NewRkSnRllSt	NewRkSnRllSt	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell
	35	85RmBsDrum1B	909 BD	Power Kick2	NewRockKik	NewRockKik	Elec Kick 2	808 BD	Fat BD	CR78 BD 2	CR78 BD 2
C2	36	85RmBsDrum2B	909 BD 2	Power Kick1	NewRockKik	NewRockKik	Elec Kick 1	TR-808 Kick	Dance BD	CR78 BD 1	TR-606 BD1
	37	Side Stick	House SD Rim	Side Stick	NewRkCStkSt	NewRkCStkSt	Side Stick	808 Rimshot	Dance SD Rim	CR78 Rim	CR78 Rim
	38	85RmSnare2B	House SD	Dance Snare1	NewRockSn1st	NewRockSn1st	Elec. Snare	808 Snare 1	Dance SD	CR78 SD 1	66sn160
	39	808clap	909 Claps	808clap	NewRkSnGstSt	NewRkSnGstSt	808clap	808clap	Comp Claps 2	707 Claps	707 Claps
	40	85RmSnare1B	House SD	Power Snare1	NewRockSn2st	NewRockSn2st	Elec Snare 2	TR-808 SD2	Rock SD Dry	CR78 SD 2	66sn260
	41	Room Tom 5	909 Tom	Rock Tom 4	NewRkTomL2Fl	NewRkTomL1Fl	Synth Drum 2	808 Tom 2	Synth Drum 2	78 TOM	606 Tom
	42	85RmClsHatB	TR-707 HH-c	Close HiHat2	NewRkHat1	NewRkHat1	Jazz Clsd.HH	TR-808 CHH	CR-78 chh	CR-78 chh	606 CH
	43	Room Tom 5	909 Tom	Rock Tom 4	NewRkTomL2	NewRkTomL1	Synth Drum 2	808 Tom 2	Synth Drum 2	78 TOM	606 Tom
	44	Pedal HiHat	CR-78 chh	Pedal HiHat2	NewRkHat2	NewRkHat2	Pedal HiHat	808__chh	808__chh	606 CH	606 CH
	45	Room Tom 2	909 Tom	Rock Tom 4	NewRkTomL1Fl	NewRkTomMFl	Synth Drum 2	808 Tom 2	Synth Drum 2	78 TOM	606 Tom
	46	85RmOpenHatB	909 OH	Open HiHat2	NewRkHat3	NewRkHat3	Jazz Open HH	TR-808 OHH	CR-78 ohh	CR-78 ohh	606 HiHat Op
	47	Room Tom 2	909 Tom	Rock Tom 4	NewRkTomL1	NewRkTomM	Synth Drum 2	808 Tom 2	Synth Drum 2	78 TOM	606 Tom
C3	48	Room Tom 2	909 Tom	Rock Tom 1	NewRkTomMFl	NewRkTomHiFl	Synth Drum 2	808 Tom 2	Synth Drum 2	78 TOM	606 Tom
	49	85RmCrsCym1B	909 Crash	Crash Cym.1	NewRkCrCym1	NewRkCrCym1	Crash Cym.1	808 Crash	808 Crash	808 Crash	808 Crash
	50	Room Tom 2	909 Tom	Rock Tom 1	NewRkTomM	NewRkTomHi	Synth Drum 2	808 Tom 2	Synth Drum 2	78 TOM	606 Tom
	51	85RmRdCymB	909 Ride Cym	Ride Cymbal	NewRkRdCym1	NewRkRdCym1	Ride Cymbal	606 Ride Cym	606 Ride Cym	606 Ride Cym	606 Ride Cym
	52	ChinaCymbal	ReverseCymbl	ChinaCymbal	NewRkCrCym2	NewRkCrCym2	ReverseCymbl	ChinaCymbal	ReverseCymbl	ChinaCymbal	ChinaCymbal
	53	85RmRdCymB	Ride Bell	Ride Bell	NewRkRdCym2	NewRkRdCym2	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell
	54	Tambourine	Shake Tamb	Tambourine	Tambourine	Tambourine	Tambourine	CR78 Tmb	Shake Tamb	CR78 Tmb	CR78 Tmb
	55	Splash Cym.	Splash Cym.	Splash Cym.	NewRkCrCym3	NewRkCrCym3	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.
	56	Cowbell	808cowbe	Cowbell	ChaChaCBell	ChaChaCBell	Cowbell	808cowbe	808cowbe	CR78 Cow	CR78 Cow
	57	Crash Cym.2	909 Crash	Crash Cym.2	NewRkCrCym4	NewRkCrCym4	Crash Cym.2	909 Crash	Crash Cym.2	909 Crash	909 Crash
	58	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap
	59	Ride Cymbal	Ride Cymbal	Ride Cymbal	IPopRd1_51	IPopRd1_51	Ride Cymbal	RideCym Edge	Ride Cymbal	RideCym Edge	RideCym Edge
C4	60	Bongo High	CR78 HiBongo	Bongo High	NewHiBongo	NewHiBongo	Bongo High	CR78 HiBongo	Bongo High	CR78 HiBongo	CR78 HiBongo
	61	Bongo Lo	CR78 LoBongo	Bongo Lo	NewLoBongo	NewLoBongo	Bongo Lo	CR78 LoBongo	Bongo Lo	CR78 LoBongo	CR78 LoBongo
	62	Mute H.Conga	808 Conga	Mute H.Conga	NewCongaSlp	NewCongaSlp	Mute H.Conga	808 Conga	Mute H.Conga	808 Conga	808 Conga
	63	Conga Hi Opn	808 Conga	Conga Hi Opn	NewCongaOp	NewCongaOp	Conga Hi Opn	808 Conga	Conga Hi Opn	808 Conga	808 Conga
	64	Conga Lo Opn	808 Conga	Conga Lo Opn	NewLoConga	NewLoConga	Conga Lo Opn	808 Conga	Conga Lo Opn	808 Conga	808 Conga
	65	High Timbale	High Timbale	High Timbale	NewTmblHi	NewTmblHi	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
	66	Low Timbale	Low Timbale	Low Timbale	NewTmblLo	NewTmblLo	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
	67	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
	68	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
	69	Cabasa	Cabasa	Cabasa	NewShaker2	NewShaker2	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
	70	Maracas	808marac	Maracas	NewShaker1	NewShaker1	Maracas	808marac	Maracas	CR78 Maracas	CR78 Maracas
	71	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle
C5	72	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle
	73	Short Guiro	Short Guiro	Short Guiro	NewQuide1	NewQuide1	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
	74	Long Guiro	CR78 Guiro	Long Guiro	NewQuide2	NewQuide2	Long Guiro	CR78 Guiro	Long Guiro	CR78 Guiro	CR78 Guiro
	75	Claves	808clave	Claves	NewClaves	NewClaves	Claves	808clave	Claves	CR78 Clv	CR78 Clv
	76	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	77	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	78	Mute Cuica	Hoo	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Hoo	Hoo	Hoo	Hoo
	79	Open Cuica	Hoo	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Hoo	Hoo	Hoo	Hoo
	80	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	CR78 M.Beat	CR78 M.Beat
	81	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	CR78 M.Beat	CR78 M.Beat
	82	Shaker	626 Shaker	Shaker	Shaker	Shaker	Shaker	626 Shaker	626 Shaker	626 Shaker	626 Shaker
	83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6	84	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
	85	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
	86	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
	87	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
	88	Applause 2	Applause 2	Applause 2	CRcir	CRcir	Small Club	Small Club	Small Club	Small Club	Small Club
	89	---	606 SD 2	---	NewTmblHiFlm	NewTmblHiFlm	---	---	606 SD 2	---	---
	90	---	Dance SD	---	NewTmblLoFlm	NewTmblLoFlm	---	---	Techno SD	---	---
	91	---	Techno SD	---	NewTmblPHS	NewTmblPHS	---	---	House SD	---	---
	92	---	Rock SD Dry	---	NewShekere1	NewShekere1	---	---	Jngl SD	---	---
	93	---	HipHop SD 1	---	NewShekere2	NewShekere2	---	---	LoFi SD 1	---	---
	94	---	LoFi SD 1	---	NHBngoMute	NHBngoMute	---	---	LoFi SD 2	---	---
	95	85Rm BsDrum1	LoFi SD 2	---	NewLBngoMute	NewLBngoMute	---	---	HipHop SD 1	---	---
C7	96	85Rm BsDrum2	Jngl SD	---	CajonHi	CajonHi	---	---	HipHop SD 2	---	---

		PC: 30 [CC32: 4] TR-707	PC: 31 [CC32: 4] TR-909	PC: 33 [CC32: 4] JAZZ	PC: 34 [CC32: 4] JAZZ L/R	PC: 41 [CC32: 4] BRUSH	PC: 42 [CC32: 4] BRUSH 2	PC: 43 [CC32: 4] BRUSH2LR	PC: 44 [CC32: 4] V-JzzBrs	PC: 49 [CC32: 4] ORCHSTRA	PC: 50 [CC32: 4] ETHNIC
C–1	0	Elec Kick 2	Elec Kick 2	Std.1 Kick1	---	Std.1 Kick1	Std.1 Kick1	---	HipHop BD1	Std.1 Kick1	---
	1	Elec Kick 1	Elec Kick 1	Std.1 Kick2	---	Std.1 Kick2	Std.1 Kick2	---	Jazz Kick 1	Std.1 Kick2	---
	2	CR78 BD 1	CR78 BD 1	Std.2 Kick1	---	Std.2 Kick1	Std.2 Kick1	---	Mex_Kik36	Std.2 Kick1	---
	3	CR78 BD 2	CR78 BD 2	Std2 Kick2	---	Std2 Kick2	Std2 Kick2	---	85RmBsDrum1B	Std2 Kick2	---
	4	TR-606 BD1	TR-606 BD1	Kick 1	---	Kick 1	Kick 1	---	85RmBsDrum2B	Kick 1	---
	5	TR-707 BD	TR-707 BD	Kick 2	---	Kick 2	Kick 2	---	909 BD	Kick 2	---
	6	808 Kick	808 Kick	Jazz Kick 1	---	Jazz Kick 1	Jazz Kick 1	---	909 BD 2	Jazz Kick 1	---
	7	TR-808 Kick	TR-808 Kick	Jazz Kick 2	---	Jazz Kick 2	Jazz Kick 2	---	Jngl BD 2	Jazz Kick 2	---
	8	808 BD	808 BD	Room Kick 1	---	Room Kick 1	Room Kick 1	---	HipHop BD	Room Kick 1	---
	9	TR-909 Kick	TR-909 Kick	Room Kick 2	---	Room Kick 2	Room Kick 2	---	HipHop BD 2	Room Kick 2	---
	10	Dance Kick 2	Dance Kick 2	Power Kick1	---	Power Kick1	Power Kick1	---	85StBsDrum1B	Power Kick1	---
	11	909 Comp BD	909 Comp BD	Power Kick2	---	Power Kick2	Power Kick2	---	NewJzKik	Power Kick2	---
C0	12	TR-909 BD2	TR-909 BD2	Elec Kick 2	---	Elec Kick 2	Elec Kick 2	---	NewRockKik	Elec Kick 2	---
	13	HipHop BD2	HipHop BD2	Elec Kick 1	---	Elec Kick 1	Elec Kick 1	---	CymbalRoll	Elec Kick 1	---
	14	JungleBD Set	JungleBD Set	TR-808 Kick	---	TR-808 Kick	TR-808 Kick	---	NewRkCStkMn	TR-808 Kick	---
	15	Techno BD1	Techno BD1	TR-909 Kick	---	TR-909 Kick	TR-909 Kick	---	85RmSnare1B	TR-909 Kick	---
	16	Bounce	Bounce	Dance Kick 2	---	Dance Kick 2	Dance Kick 2	---	85RmSnare2B	Dance Kick 2	---
	17	Voice One	Voice One	Voice One	Voice One	Voice One	Voice One	Voice One	85StSnare1B	Voice One	---
	18	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	85StSnare2B	Voice Two	---
	19	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	NewJzSn2	Voice Three	---
	20	---	---	85Br BsDrum1	---	---	85Jz BsDrum1	---	NewJzSn1	---	---
	21	---	---	85Br BsDrum2	---	---	85Jz BsDrum2	---	NewR&BSn	---	---
	22	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	IPopSn38mn	MC-500 Beep	---
	23	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	IPopSn40mn	MC-500 Beep	---
C1	24	Concert Snr	Concert Snr	Concert Snr	Concert Snr	Concert Snr	Concert Snr	Concert Snr	IPopSn38mn	Concert Snr	---
	25	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	IPopGstS39mn	Snare Roll	Finger Snap
	26	FingerSnaps2	FingerSnaps2	Finger Snap	Finger Snap	Finger Snap	Finger Snap	Finger Snap	IPopSn38mn	Finger Snap	Tambourine
	27	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	FingerSnaps2	Jazz Clsd.HH	Castanets
	28	Slap	Slap	Slap	Slap	Slap	Slap	Slap	707 Claps	Pedal HiHat	Crash Cym.1
	29	Scrtch Push2	Scrtch Push2	ScratchPush	ScratchPush	ScratchPush	ScratchPush	ScratchPush	808clap	Jazz Open HH	Snare Roll
	30	Scrtch Pull2	Scrtch Pull2	ScratchPull	ScratchPull	ScratchPull	ScratchPull	ScratchPull	Hand clap2	Ride Cymbal	Concert Snr
	31	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	909 HandClap	Sticks	Concert Cym
	32	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	NewJzHatPdl	SquareClick	Concert BD
	33	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	GospelHClp1	Mtrnm.Click	Jingle Bell
	34	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	IPopSRll30st	Mtrnm. Bell	Bell Tree
	35	TR-707 BD 2	Techno BD2	85Jz BsDrum1	85JzBsDrum1B	Jazz Kick 2	85Br BsDrum1	85BrBsDrum1B	NewJzKik	Jazz Kick 1	Bar Chimes
C2	36	TR-707 BD	TR-909 BD2	85Jz BsDrum2	85JzBsDrum2B	Jazz Kick 1	85Br BsDrum2	85BrBsDrum2B	NewJzKik	Concert BD	Wadaiko
	37	TR-707 Rim	TR-909 Rim	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	NewJzSW1	Side Stick	Wadaiko Rim
	38	TR-707 SD	909 SD 1	85Jz Snare1	85JzSnare1B	Brush Swirl	85Br Snare1	85BrSnare1B	NewJzSn1	Concert Snr	Shimedaiko
	39	707 Claps	909 HandClap	Hand clap2	Hand clap2	Brush Slap1	85Br Snare2	85BrSnare2B	NewJzSW2	Castanets	Atarigane
	40	TR-707 SD 2	TR-909 SD2	85Jz Snare2	85JzSnare2B	Brush Swirl	Brush Swirl	Brush Swirl	NewJzSn2	Concert Snr	Hyoushigi
	41	TR-707 Tom	909 Tom	85Jz Tom16	85JzTom16B	Lite Tom 4	85Br Tom1	85BrTom1B	NewJzTomLoFl	Timpani	Ohkawa
	42	TR-707 HH-c	TR-707 HH-c	85Jz ClsHat	85JzClsHatB	Brs Chh	85Br ClsHat	85BrClsHatB	NewJzHat1	Timpani	H kotsuzumi
	43	TR-707 Tom	909 Tom	85Jz Tom16	85JzTom16B	Lite Tom 4	85Br Tom1	85BrTom1B	NewJzTomLo	Timpani	L Kotsuzumi
	44	TR-707 HH-c	TR-707 HH-c	Pedal HiHat	Pedal HiHat	Pedal HiHat	Pedal HiHat	Pedal HiHat	NewJzHat2	Timpani	Ban_Gu
	45	TR-707 Tom	909 Tom	85Jz Tom13	85JzTom13B	Lite Tom 4	85Br Tom2	85BrTom2B	NewJzTomMFl	Timpani	Big Gong
	46	TR-707 OHH	909 OH	85Jz OpenHat	85JzOpenHatB	Brush Ohh	85Br OpenHat	85BrOpenHatB	NewJzHat3	Timpani	Small Gong
	47	TR-707 Tom	909 Tom	85Jz Tom13	85JzTom13B	Lite Tom 4	85Br Tom2	85BrTom2B	NewRkTomMid	Timpani	Bend Gong
C3	48	TR-707 Tom	909 Tom	85Jz Tom12	85JzTom12B	Lite Tom 4	85Br Tom3	85BrTom3B	NewJzTomHiFl	Timpani	RAMA Cymbal
	49	909 Crash	909 Crash	85Jz CrsCym1	85JzCrsCym1B	Brush Crash	85Br CrsCym1	85BrCrsCym1B	NewJzCrCym1	Timpani	RAMA Cymbal
	50	TR-707 Tom	909 Tom	85Jz Tom12	85JzTom12B	Lite Tom 4	85Br Tom3	85BrTom3B	NewJzTomHi	Timpani	Gamelan Gong
	51	909 Ride Cym	909 Ride Cym	85Jz RdCym	85JzRdCymB	Ride Cym IN	85Br RdCym	85BrRdCymB	NewJzRide1	Timpani	Udo_Short
	52	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal	NewJzCrCym2	Timpani	Udo_Long
	53	Ride Bell	Ride Bell	85Jz RdBell	85JzRdBellB	Brush RideBL	85Br RdBell	85BrRdBellB	NewJzRide2	Timpani	Udo_slap
	54	344Tambourn	344Tambourn	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Bendir
	55	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Req_Dum
	56	808cowbe	808cowbe	Cowbell	Cowbell	Cowbell	Cowbell	Cowbell	ChaChaCBell	Cowbell	Req_tik
	57	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	NewJzCrCym1	Con.Cymbal2	Tabla_Te
	58	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Tabla_Na
	59	RideCym Edge	RideCym Edge	RideCym Edge	RideCym Edge	RideCym Edge	RideCym Edge	RideCym Edge	NewRkRdCym1	Concert Cym.	Tabla_Tun
C4	60	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	NewHiBongo	Bongo High	Tabla_Ge
	61	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	NewLoBongo	Bongo Lo	Tabla Ge Hi
	62	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	NewCongaSlp	Mute H.Conga	Talking Drum
	63	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	NewCongaOp	Conga Hi Opn	Bend tlk_drm
	64	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	NewLoConga	Conga Lo Opn	Caxixi
	65	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	NewTmblHi	High Timbale	DJembe
	66	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	NewTmblLo	Low Timbale	Djembe_rim
	67	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Low Timbale
	68	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Timbl Paila
	69	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	NewShaker2	Cabasa	High Timbale
	70	808marac	808marac	Maracas	Maracas	Maracas	Maracas	Maracas	NewShaker1	Maracas	Cowbell
	71	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	Bongo High
C5	72	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	Bongo Lo
	73	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	NewQuide1	Short Guiro	Mute H.Conga
	74	Long Guiro	CR78 Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	NewQuide2	Long Guiro	Conga Hi Opn
	75	Claves	808clave	Claves	Claves	Claves	Claves	Claves	NewClaves	Claves	Conga MtLow
	76	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Conga Slap
	77	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Conga Lo Opn
	78	Hoo	Hoo	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Conga Slide
	79	Hoo	Hoo	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Mut Pandiero
	80	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	Opn Pandiero
	81	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	Open Surdo
	82	626 Shaker	626 Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Mute Surdo
	83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Tamborim
C6	84	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Agogo
	85	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Agogo
	86	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Shaker
	87	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Low Whistle
	88	Small Club	Applause 2	Applause	Applause	Applause	Applause	Applause	CRcir	Applause	Low Whistle
	89	---	---	---	---	---	---	---	NewTmblHiFlm	---	Mute Cuica
	90	---	---	---	---	---	---	---	NewTmblLoFlm	---	Open Cuica
	91	---	---	---	---	---	---	---	NewTmblPHS	---	MuteTriangl
	92	---	---	---	---	---	---	---	NewShekere1	---	OpenTriangl
	93	---	---	---	---	---	---	---	NewShekere2	---	Short Guiro
	94	---	---	---	---	---	---	---	NHBngoMute	---	Long Guiro
	95	---	---	---	85Jz BsDrum1	---	---	85Br BsDrum1	NewLBngoMute	---	Cabasa Up
C7	96	---	---	---	85Jz BsDrum2	---	---	85Br BsDrum2	CajonHi	---	Cabasa Down

Drum Sets

		PC: 30 [CC32: 4] TR-707	PC: 31 [CC32: 4] TR-909	PC: 33 [CC32: 4] JAZZ	PC: 34 [CC32: 4] JAZZ L/R	PC: 41 [CC32: 4] BRUSH	PC: 42 [CC32: 4] BRUSH 2	PC: 43 [CC32: 4] BRUSH2LR	PC: 44 [CC32: 4] V-JzzBrs	PC: 49 [CC32: 4] ORCHSTRA	PC: 50 [CC32: 4] ETHNIC
(C7)	(96)	(---)	(---)	(---)	(85Jz BsDrum2)	(---)	(---)	(85Br BsDrum2)	(CajonHi)	(---)	(Cabasa Down)
	97	Techno Hit	Techno Hit	---	85Jz CrsCym1	---	---	85Br CrsCym1	CajonHiFlm	Applause 2	Claves
	98	Philly Hit	Philly Hit	85Br Snare1	85Jz Snare1	---	85Jz Snare1	85Br Snare1	CajonLo	Small Club	Woodblock
	99	Shock Wave	Shock Wave	85Br Snare2	85Jz RdCym	---	85Jz Snare2	85Br RdCym	CajonLoFlm	Timpani	Woodblock
	100	Lo Fi Rave	Lo Fi Rave	Brush Swirl	85Jz Snare2	Brush Swirl	Brush Swirl	85Br Snare2	FlmncoHClp1	Timpani	---
	101	Bam Hit	Bam Hit	Brush Tap	85Jz Tom16	Brush Tap	Brush Tap	85Br Tom3	FlmncoHClp1	Timpani	---
	102	Bim Hit	Bim Hit	Brush Slap1	85Jz ClsHat	Brush Slap1	Brush Slap1	85Br ClsHat	BongoCowBell	Timpani	---
	103	TapeRewind	TapeRewind	Brush Slap2	85Jz Tom13	Brush Slap2	Brush Slap2	85Br Tom2	AfHey	Timpani	---
	104	Phono Noise	Phono Noise	Brush Slap	85Jz RdBell	Brush Slap	Brush Slap	85Br RdBell	MamboCowBell	Timpani	---
	105	Dance Snare1	Dance Snare1	Brush Swirl	85Jz Tom12	Brush Swirl	Brush Swirl	85Br Tom1	MexFVox2	Timpani	---
	106	Power Snare2	Power Snare2	Brush Swirl	85Jz OpenHat	Brush Swirl	Brush Swirl	85Br OpenHat	AfFoots	Timpani	---
	107	Elec Snare 1	Elec Snare 1	Long Swirl	85JzBsDrum1P	Long Swirl	Long Swirl	85BrBsDrum1P	MexFVox1	Timpani	---
C8	108	Dance Snare2	Dance Snare2	Jazz Snare 1	85JzBsDrum2P	Jazz Snare 1	Jazz Snare 1	85BrBsDrum2P	MexMVox1	Timpani	---
	109	Elec Snare 2	Elec Snare 2	Jazz Snare 2	85JzCrsCym1P	Jazz Snare 2	Jazz Snare 2	85BrCrsCym1P	YodelFVox1	Timpani	---
	110	Elec. Snare	Elec. Snare	Std.1 Snare1	85Jz Snare1P	Std.1 Snare1	Std.1 Snare1	85Br Snare1P	MexMVox2	Timpani	---
	111	Elec Snare 3	Elec Snare 3	Std.1 Snare2	85Jz RdCym P	Std.1 Snare2	Std.1 Snare2	85Br RdCym P	YodelMVox1	Timpani	---
	112	66sn260	66sn260	Std.2 Snare1	85Jz Snare2P	Std.2 Snare1	Std.2 Snare1	85Br Snare2P	MexMVox3	Timpani	---
	113	TR-707 SD	TR-707 SD	Std.2 Snare2	85Jz Tom16 P	Std.2 Snare2	Std.2 Snare2	85Br Tom3 P	FlmncoFVox1	Timpani	---
	114	808 Snare 1	808 Snare 1	Tight Snare	85Jz ClsHatP	Tight Snare	Tight Snare	85BrClsHat P	YodelFVox2	---	---
	115	808 Snare 2	808 Snare 2	Standard SN1	85Jz Tom13 P	Standard SN1	Standard SN1	85Br Tom2 P	FlmncoFVox2	---	---
	116	TR-808 SD2	TR-808 SD2	LD Snare M	85Jz RdBellP	LD Snare M	LD Snare M	85Br RdBellP	NewWhistle1	---	---
	117	909 Snare 1	909 Snare 1	LD Snare C	85Jz Tom12 P	LD Snare C	LD Snare C	85Br Tom1 P	FlmncoFVox3	---	---
	118	909 Snare 2	909 Snare 2	Room Snare 1	85JzOpenHatP	Room Snare 1	Room Snare 1	85BrOpenHatP	NewWhistle2	---	---
	119	909 SD 1	909 SD 1	Room Snare 2	---	Room Snare 2	Room Snare 2	---	FlmncoMVox1	---	---
C9	120	TR-909 SD2	TR-909 SD2	Dance Snare1	---	Dance Snare1	Dance Snare1	---	FlmncoMVox2	---	---
	121	Rap Snare	Rap Snare	Power Snare1	---	Power Snare1	Power Snare1	---	BrazilVox1	---	---
	122	JungleSD1	JungleSD1	Rev.Snare	---	Rev.Snare	Rev.Snare	---	FlmncoMVox3	---	---
	123	House SD	House SD	Power Snare2	---	Power Snare2	Power Snare2	---	BrazilVox2	---	---
	124	House Snare	House Snare	Elec Snare 1	---	Elec Snare 1	Elec Snare 1	---	BrazilVox3	---	---
	125	House SD	House SD	Dance Snare2	---	Dance Snare2	Dance Snare2	---	AfAahhh	---	---
	126	Voice Tah	Voice Tah	Elec Snare 2	---	Elec Snare 2	Elec Snare 2	---	p33137v	---	---
G9	127	Noise Slap	Noise Slap	Elec Snare 3	---	Elec Snare 3	Elec Snare 3	---	p33168v	---	---

		PC: 51 [CC32: 4] KICK&SNR	PC: 52 [CC32: 4] KICK&SN2	PC: 53 [CC32: 4] ASIA	PC: 54 [CC32: 4] CYM&CLAP	PC: 55 [CC32: 4] GAMELAN 1	PC: 56 [CC32: 4] GAMELAN 2	PC: 57 [CC32: 4] SFX	PC: 58 [CC32: 4] RHYTHMFX	PC: 59 [CC32: 4] RHTHMFX2	PC: 60 [CC32: 4] RHTHMFX3
(C7)	(96)	(HipHop SD2)	(HipHop SD2)	(---)	(---)	(---)	(---)	(Perc. Bang)	(---)	(---)	(R Boeeeen)
	97	JungleSD1	JungleSD1	---	---	---	---	---	---	---	R Bounce
	98	Jungle SD2	Jungle SD2	---	---	---	---	---	---	---	R CD Tray
	99	Slap	Slap	---	---	---	---	---	---	---	R Drill
	100	MG_Blip	MG_Blip	---	---	---	---	---	---	---	R Glass Stir
	101	House SD	House SD	---	---	---	---	---	---	---	R Ice Ring
	102	CR78 SD 1	CR78 SD 1	---	---	---	---	---	---	---	R Klnzapcm
	103	CR78 SD 2	CR78 SD 2	---	---	---	---	---	---	---	R Scratch 4
	104	66sn160	66sn160	---	---	---	---	---	---	---	R Scratch 5
	105	66sn260	66sn260	---	---	---	---	---	---	---	R Scratch 6
	106	TR-707 SD	TR-707 SD	---	---	---	---	---	---	---	R Scratch 7
	107	TR-707 SD 2	TR-707 SD 2	---	---	---	---	---	---	---	R Seal
C8	108	TR-707 SD 3	TR-707 SD 3	---	---	---	---	---	---	---	R Stab! 1
	109	TR-808 SD2	TR-808 SD2	---	---	---	---	---	---	---	R Stab! 2
	110	909 SD 1	909 SD 1	---	---	---	---	---	---	---	R Swrd Boom!
	111	TR-909 SD2	TR-909 SD2	---	---	---	---	---	---	---	R Swrd Cross
	112	---	---	---	---	---	---	---	---	---	R Thrill Hit
	113	---	---	---	---	---	---	---	---	---	R Audio Sw
	114	---	---	---	---	---	---	---	---	---	R Typing 1
	115	---	---	---	---	---	---	---	---	---	R Typing 2
	116	---	---	---	---	---	---	---	---	---	R Typing 3
	117	---	---	---	---	---	---	---	---	---	R Typing 4
	118	---	---	---	---	---	---	---	---	---	R Typing 5
	119	---	---	---	---	---	---	---	---	---	R Typing 6
C9	120	---	---	---	---	---	---	---	---	---	---
	121	---	---	---	---	---	---	---	---	---	---
	122	---	---	---	---	---	---	---	---	---	---
	123	---	---	---	---	---	---	---	---	---	---
	124	---	---	---	---	---	---	---	---	---	---
	125	---	---	---	---	---	---	---	---	---	---
	126	---	---	---	---	---	---	---	---	---	---
G9	127	---	---	---	---	---	---	---	---	---	---

		PC: 51 [CC32: 4] KICK&SNRE	PC: 52 [CC32: 4] KICK&SN2	PC: 53 [CC32: 4] ASIA	PC: 54 [CC32: 4] CYM&CLAP	PC: 55 [CC32: 4] GAMELAN 1	PC: 56 [CC32: 4] GAMELAN 2	PC: 57 [CC32: 4] SFX	PC: 58 [CC32: 4] RHYTHMFX	PC: 59 [CC32: 4] RHTHMFX2	PC: 60 [CC32: 4] RHTHMFX3
C–1	0	---	---	---	---	---	---	---	---	---	---
	1	---	---	---	---	---	---	---	---	---	---
	2	---	---	---	---	---	---	---	---	---	---
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	10	---	---	---	---	---	---	---	---	---	---
	11	---	---	---	---	---	---	---	---	---	---
C0	12	---	---	---	---	---	---	---	---	---	---
	13	---	---	---	---	---	---	---	---	---	---
	14	---	---	---	---	---	---	---	---	---	---
	15	---	---	---	---	---	---	---	---	---	---
	16	---	---	---	---	---	---	---	---	---	---
	17	---	---	---	---	---	---	---	---	---	R Bs Mute NZ
	18	---	---	---	---	---	---	---	---	---	R Bs StQuail
	19	---	---	---	---	---	---	---	---	---	R Bs Atk NZ
	20	---	---	---	---	---	---	---	---	---	R ClnGtCutUp
	21	---	---	---	---	---	---	MC-500 Beep	---	---	R ClnGtCutDn
	22	---	---	---	---	---	---	MC-500 Beep	---	---	R ClnGtrMtUp
	23	---	---	---	---	---	---	ytwn3.xtp	---	---	R ClnGtrMtDn
C1	24	---	---	---	---	---	---	ytwn2.xtp	---	---	R DstGtCutUp
	25	CR78 BD 1	CR78 BD 1	Gamelan Gong	---	---	---	Guitar Slap	---	---	R DstGtCutDn
	26	CR78 BD 2	CR78 BD 2	Gamelan Gong	---	---	---	Chord Stroke	---	---	R DstGtrSgdn
	27	TR-606 BD1	TR-606 BD1	Gamelan Gong	---	---	---	Chord Stroke	---	---	R DstGtrMute
	28	TR-707 BD	TR-707 BD	Gamelan Gong	---	---	---	Biwa 3	---	---	R SlGtrSdNz1
	29	808 BD	808 BD	Gamelan Gong	---	---	---	Phono Noise	---	---	R SlGtrSdNz2
	30	909 Comp BD	909 Comp BD	Gamelan Gong	---	---	---	TapeRewind	---	---	R SlGtrSdNz3
	31	TR-909 BD2	TR-909 BD2	Gamelan Gong	---	---	---	Scrtch Push2	---	---	R SlGtrSdNz4
	32	HipHop BD2	HipHop BD2	Gamelan Gong	rev.lvohh	---	---	Scrtch Pull2	---	---	R SlGtrStkSD
	33	HipHop BD1	HipHop BD1	Gamelan Gong	Rev. LVCHH 1	---	---	Gt.CutNoise2	---	---	R SlGtrStkU1
	34	Jungle BD2	Jungle BD2	Gamelan Gong	Rev. LVCHH 2	---	---	Gt.CutNoise2	---	---	R SlGtrStkD1
	35	JungleBD Set	JungleBD Set	Gender	Jungle HH	---	---	Dist.CutNoiz	---	---	R SlGtrStkU2
C2	36	Techno BD2	Techno BD2	Gender	Close HiHat	KendangWadon	KendangWadon	Dist.CutNoiz	Rev.Kick 1	rev.707bd	R SlGtrStkD2
	37	Techno BD1	Techno BD1	Gender	Jazz Clsd.HH	KendangWadon	KendangWadon	Bass Slide	Rev.ConBD	rev.909bd2	R Tbone NZ
	38	Mix Kick	Mix Kick	Gender	Room Chh	Bebarongan	Bebarongan	Pick Scrape	Rev.PowerK1	rev.hphp_bd1	R Tpet NZ
	39	Standard KK1	Standard KK1	Gender	Close HiHat1	Pelegongan	Pelegongan	High-Q	Rev.Elec.K1	rev.jgl_bd2	R St BsDrum1
	40	Std.1 Kick1	85St BsDrum1	Bonang	Close HiHat2	Kelontuk	Kelontuk	Slap	Rev.Snare 1	rev.tech_bd2	R St BsDrum2
	41	Std.1 Kick2	85St BsDrum2	Bonang	TR-707 HH-c	Kelontuk Mt	Kelontuk Mt	ScratchPush	Rev.Snare 2	rev.606sn2	R Rm BsDrum1
	42	Std.2 Kick1	85Br BsDrum1	Bonang	606 CH	Kelontuk Sid	Kelontuk Sid	ScratchPull	Rev.Std1SD1	rev.cr78sd1	R Rm BsDrum2
	43	Std2 Kick2	85Br BsDrum2	Bonang	808_chh	Gong Wadon	Gong Wadon	Sticks	Rev.TightSD	rev.cr78sd2	R Jz BsDrum1
	44	Kick 1	85Jz BsDrum1	Bonang	TR-808 CHH	Gong Lanang	Gong Lanang	SquareClick	Rev.DanceSD	rev.jgl_sd2	R Jz BsDrum2
	45	Kick 2	85Jz BsDrum2	RAMA Cymbal	CR-78 chh	Ceng Ceng	Ceng Ceng	Mtrnm.Click	Rev.808SD	rev.tech_sd2	R Br BsDrum1
	46	Soft Kick	HipHop BD 2	RAMA Cymbal	GS Pedal HH	Kopyak Op	Kopyak Op	Mtrnm. Bell	Rev.Tom 1	rev.707sd	R Br BsDrum2
	47	Jazz Kick 1	HipHop BD	Sagat R	Pedal HiHat	Kopyak Mt	Kopyak Mt	Gt.FretNoiz	Rev.Tom 2	rev.606sn1	R HipHop BD2
C3	48	Jazz Kick 2	ConcertBD Mt	Sagat L-c	Pedal HiHat2	Kajar	Kajar	Gt.CutNoise	Rev.Sticks	rev.909sd1	R HipHop BD
	49	Concert BD	Concert BD	Jaw Harp Wow	Half OpenHH1	Kempur	Kempur	Gt.CutNoise	Rev.Slap	rev.hphp_sd2	R Jngl BD
	50	Room Kick 1	85Rm BsDrum1	Wadaiko	Half OpenHH2	Jegogan	Jegogan	String Slap	ReverseCymbl	rev.jgl_sd1	R Jngl BD 2
	51	Room Kick 2	85Rm BsDrum2	Wadaiko Rim	Open Hi Hat	Jegogan33up	Jegogan40up	Fl.KeyClick	Rev.Cymbal2	Rev House SD	R 808 BD
	52	Power Kick1	Jngl BD	Taiko	Jazz Open HH	Jegogan33dw	Jegogan20dw	Laughing	Rev.Open HH	Rev. LVCHH 1	R 909 BD
	53	Power Kick2	Jngl BD 2	Shimedaiko	R8 Ohh2	Jegogan33dw	Jegogan20up	Screaming	Rev.RideCym.	rev.606htcl	R 909 BD 2
	54	Elec Kick 2	Jngl BD Roll	Atarigane	Open HiHat2	Jegogan	Jegogan40up	Punch	Rev.CR-78OHH	rev.707chh	R Fat BD
	55	Elec Kick 1	Fat BD	Hyoushigi	909 OH	Jublag	Jublag	Heart Beat	Rev.Clsd.HH	rev.808chh	R Dance BD
	56	Elec. Kick	Dance BD	Ohkawa	TR-707 OHH	Jublag33up	Jublag40up	Footsteps	Rev.BendGong	rev.jgl_hh	R St Snare2
	57	TR-808 Kick	808 BD	H kotsuzumi	606 HiHat Op	Jublag33dw	Jublag20dw	Footsteps	Rev.Belltree	rev.344tmb2	R St Snare1
	58	TR-909 Kick	909 BD	L Kotsuzumi	808_ohh	Jublag33dw	Jublag20up	Applause	Rev.Guiro	rev.344tmb3	R Rm Snare2
	59	Dance Kick 2	909 BD 2	Yyoo Dude	TR-808 OHH	Jublag	Jublag40up	Creaking	Rev.Bendir	rev.808ohh	R Rm Snare1
C4	60	Std.1 Snare1	85St Snare2	Buk_f	CR-78 ohh	Penyacah33dw	Penyacah20up	Door	Rev.GunShot	rev.707ohh	R Jz Snare1
	61	Std.1 Snare2	85St Snare1	Buk_r	Crash Cym.1	Penyacah	Penyacah40up	Scratch	Rev.Scratch	rev.lvohh	R Jz Snare2
	62	Std.2 Snare1	Std.2 Snare1	Gengari_p	Crash Cym.2	Penyacah	Penyacah	Wind Chimes	Rev.Lasergun	rev.606cym	R Br Snare1
	63	Std.2 Snare2	Std.2 Snare2	Gengari_m	GS Crash	Penyacah33up	Penyacah40up	Car-Engine	Click	Rev. HynLuo	R Br Snare2
	64	Tight Snare	Tight Snare	Gengari_f	Brush Crash	Penyacah33dw	Penyacah20dw	Car-Stop	Tekno Thip	rev.707fx	R LoFi SD 1
	65	Concert Snr	Concert Snr	Gengari_m	Hard Crash	Penyacah33dw	Penyacah20up	Car-Pass	Pop Drop	Voice One	R LoFi SD 2
	66	Jazz Snare 1	85Jz Snare1	Gengari S	909 Crash	Penyacah	Penyacah40up	Car-Crash	Wood Slap	rev.one	R HipHop SD1
	67	Jazz Snare 2	85Jz Snare2	Jang-Gu_c	808 Crash	Pemade33up	Pemade40up	Siren	Dist.Kick	Voice Two	R HipHop SD2
	68	Room Snare 1	85Rm Snare2	Jang-Gu_k	Crash Mute 1	Pemade33dw	Pemade20dw	Train	Syn.Drops	rev.two	R House SD
	69	Room Snare 2	85Rm Snare1	Jang-Gu_r	Crash Mute 2	Pemade33dw	Pemade20up	Jetplane	Rev.Hi-Q	Voice Three	R Jngl SD
	70	Dance Snare1	LoFi SD 1	Jing_p	ReverseCymbl	Pemade	Pemade20up	Helicopter	ShrtWhistle	rev.three	R 606 SD 2
	71	Power Snare1	LoFi SD 2	Jing_f	Rev.Cymbal2	Pemade	Pemade	Starship	Ice Block	Voice Tah	R Techno SD
C5	72	Rev.Snare	Rev.Snare	Jing_m	Reverse Cym.	Pemade33up	Pemade40up	Gun Shot	Digi Tambrn.	rev.tah	R Dance SD
	73	Power Snare2	LoFi SD Rim	Asian Gong 1	rev.tra_crsm	Pemade33dw	Pemade20dw	Machine Gun	Alias	Voice 1	R RockSD Dry
	74	Elec Snare 1	Elec Snare 1	Big Gong	Crash Cym.1	Pemade33dw	Pemade20up	Lasergun	Mod.Bell	Voice Au	R LoFi SDRim
	75	Dance Snare2	HipHop SD 1	Small Gong	Splash Cym.	Pemade	Pemade20up	Explosion	Tambourine	Voice Whey	R 909 SD Rim
	76	Elec Snare 2	HipHop SD 2	Pai Ban	Ride Bell	Pemade33up	Pemade	Dog	Metalic Perc	Frog Vpoce	R Jngl SDRim
	77	House Snare	Dance SD	Ban_Gu	Brush RideBL	Reyong33dw	Reyong20dw	HorseGallop	Velo FX Noiz	rev.yyooh	R DanceSDRim
	78	Elec. Snare	606 SD 2	tangu60	Ride Cymbal	Reyong33dw	Reyong20up	Bird	St.NoiseClap	Douby	R HouseSDRim
	79	Elec Snare 3	Techno SD	tanmt60	Ride Cymbal	Reyoung	Reyong20up	Rain	Swish	rev.douby	R Brsh Tom1
	80	808 Snare 1	House SD	Bend Gong L	Brush Ride	Reyoung	Reyoung	Thunder	Noise Slap	Baert	R Brsh Tom2
	81	808 Snare 2	Rock SD Dry	Bend Gong	Ride Cym IN	Reyong33up	Reyong40up	Wind	Voice 1	Baert	R Brsh Tom3
	82	909 Snare 1	Jngl SD	Huyin Luo L	Ride Cym IN	Reyong33dw	Reyong20dw	Seashore	Voice Au	Bounce	R 606 Tom
	83	909 Snare 2	Jngl SD Roll	hynlo60	Ride Cym IN	Reyong33dw	Reyong20up	Stream	Hoo	rev.bounce	R Jngl Crash
C6	84	Brush Swirl	Brush Swirl	Huyin Luo Mt	RideCym Edge	Reyoung	Reyong40up	Bubble	Tape Stop 1	Dist Knock	R St ClsHat
	85	Brush Tap	Brush Tap	Hu yin Luo H	RideCym Edge	Reyoung	Reyoung	Kitty	Tape Stop 2	ytwn3.xtp	R Rm ClsHat
	86	Brush Slap1	85Br Snare1	Hynlo mute	RideCym Edge	Reyong33up	Reyong40up	Bird 2	Missile	xxx	R Jz ClsHat
	87	Brush Slap2	85Br Snare2	naobo60	606 Ride Cym	Reyong33dw	Reyong20dw	Growl	Space Birds	Noise Attack	R Br ClsHat
	88	Brush Slap	Brush Slap	xaobo60	TR808 Ride	Reyong33dw	Reyong20up	Applause 2	FlyingMonstr	SpaceWorms	R 707 Claps
	89	Brush Swirl	Brush Swirl	Dholak 1	ChinaCymbal	---	---	Telephone 1	---	Emergency!	R 909 Claps
	90	Brush Swirl	Brush Swirl	Dholak 2	Chaina Cym2	---	---	Telephone 2	---	Calculating	R R&B Claps1
	91	Long Swirl	Long Swirl	---	Hand Clap	---	---	Small Club	---	SawLFOSaw	R HipHopClap
	92	Standard SN1	Standard SN1	---	Hand clap2	---	---	Small Club 2	---	---	R CompClaps2
	93	LD Snare M	LD Snare M	---	808clap	---	---	ApplauseWave	---	---	R Shaker 2
	94	LD Snare C	LD Snare C	---	909 HandClap	---	---	Eruption	---	---	R JnglShaker
	95	Rap Snare	Rap Snare	---	HC2 Claps 2	---	---	Big Shot	---	---	R Clap Hit
C7	96	HipHop SD2	HipHop SD2	---	707 Claps	---	---	Perc. Bang	---	---	R Boeeeen

Drum Sets

		PC: 61 [CC32: 4] SFX 2	PC: 63 [CC32: 4] CYM&CLA2	PC: 64 [CC32: 4] V-VoxDrm	PC: 128 [CC32: 4] CM-64/32L	PC: 1 [CC32: 122] GM2STNDR	PC: 9 [CC32: 122] GM2 ROOM	PC: 17 [CC32: 122] GM2POWER	PC: 25 [CC32: 122] GM2ELECT	PC: 26 [CC32: 122] GM2ANALG	PC: 33 [CC32: 122] GM2 JAZZ
C–1	0	---	---	HipHop BD1	---	---	---	---	---	---	---
	1	---	---	Jazz Kick 1	---	---	---	---	---	---	---
	2	---	---	p05002v	---	---	---	---	---	---	---
	3	---	---	85RmBsDrum1B	---	---	---	---	---	---	---
	4	---	---	85RmBsDrum2B	---	---	---	---	---	---	---
	5	---	---	909 BD	---	---	---	---	---	---	---
	6	---	---	909 BD 2	---	---	---	---	---	---	---
	7	---	---	Jngl BD 2	---	---	---	---	---	---	---
	8	---	---	HipHop BD	---	---	---	---	---	---	---
	9	---	---	HipHop BD 2	---	---	---	---	---	---	---
	10	---	---	85StBsDrum1B	---	---	---	---	---	---	---
	11	---	---	NewJzKik	---	---	---	---	---	---	---
C0	12	---	---	NewRockKik	---	---	---	---	---	---	---
	13	---	---	CymbalRoll	---	---	---	---	---	---	---
	14	---	---	NewRkCStkMn	---	---	---	---	---	---	---
	15	---	---	85RmSnare1B	---	---	---	---	---	---	---
	16	---	---	85RmSnare2B	---	---	---	---	---	---	---
	17	---	---	85StSnare1B	---	---	---	---	---	---	---
	18	---	---	85StSnare2B	---	---	---	---	---	---	---
	19	---	---	NewJzSn2	---	---	---	---	---	---	---
	20	---	---	NewJzSn1	---	---	---	---	---	---	---
	21	---	---	NewR&BSn	---	---	---	---	---	---	---
	22	---	---	NewRockSn2mn	---	---	---	---	---	---	---
	23	---	---	NewRockSn1mn	---	---	---	---	---	---	---
C1	24	---	---	lPopSn38mn	---	---	---	---	---	---	---
	25	---	---	lPopGst539mn	---	---	---	---	---	---	---
	26	---	---	lPopSn38mn	---	---	---	---	---	---	---
	27	---	---	FingerSnaps2	---	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q
	28	---	---	707 Claps	---	Slap	Slap	Slap	Slap	Slap	Slap
	29	---	---	808clap	---	ScratchPush	ScratchPush	ScratchPush	Scrtch Push2	Scrtch Push2	ScratchPush
	30	---	---	Hand clap2	---	ScratchPull	ScratchPull	ScratchPull	Scrtch Pull2	Scrtch Pull2	ScratchPull
	31	A.Bs.Mute Nz	---	909 HandClap	---	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks
	32	A.Bs.TouchNz	Rev. LVCHH 2	lPopPHat32	---	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick
	33	A.Bs.AtackNz	Rev. LVCHH 2	GospelHClp1	---	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click
	34	DstGT.MuteNz	Rev. LVCHH 2	p35010v	---	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell
	35	StlGt.SldNz1	Rev. LVCHH 2	p05006v	Kick 1	85St BsDrum1	85Rm BsDrum1	Power Kick2	Elec Kick 2	808 BD	82Jz BsDrum1
C2	36	StlGt.SldNz2	Close HiHat2	p33079v	Kick 1	85St BsDrum2	85Rm BsDrum2	Power Kick1	Elec Kick 1	TR-808 Kick	82Jz BsDrum2
	37	StlGt.SldNz3	Jazz Clsd.HH	p33146v	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	808 Rimshot	Side Stick
	38	StlGt.SldNz4	Close HiHat2	p32011v	Fat Snare	85St Snare2	82Rm Snare2	Dance Snare1	Elec. Snare	808 Snare 1	82Jz Snare1
	39	Gt.StrokeNz1	Room Chh	p43001v	Hand Clap	909 HandClap	808clap	808clap	808clap	808clap	Hand clap2
	40	Gt.StrokeNz2	TR-707 HH-c	p33137v	Elec. Snare	85St Snare1	82Rm Snare1	Power Snare1	Elec Snare 2	TR-808 SD2	82Jz Snare2
	41	Gt.StrokeNz3	606 CH	p33168v	Tom	Real Tom 6	Room Tom 5	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 6
	42	Gt.StrokeNz4	TR-808 CHH	p33012v	Close HiHat	Close HiHat2	Room Chh	Close HiHat2	Jazz Clsd.HH	TR-808 CHH	Jazz Clsd.HH
	43	Gt.StrokeNz5	CR-78 chh	p34001v	Tom	Real Tom 6	Room Tom 5	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 6
	44	Open CD Tray	GS Pedal HH	p33014v	Open HiHat2	Pedal HiHat2	Pedal HiHat	Pedal HiHat2	Pedal HiHat	808__chh	Pedal HiHat
	45	Audio Switch	Pedal HiHat	p33157v	Tom	Real Tom 4	Room Tom 2	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 4
	46	Key Typing 1	Pedal HiHat2	p33019v	Open Hi Hat	Open HiHat2	R8 Ohh2	Open HiHat2	Jazz Open HH	TR-808 OHH	Jazz Open HH
	47	Key Typing 2	Half OpenHH1	p33164v	Tom	Real Tom 4	Room Tom 2	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 4
C3	48	Key Typing 3	Half OpenHH2	p33159v	Tom	Real Tom 1	Room Tom 2	Rock Tom 1	Synth Drum 2	808 Tom 2	Real Tom 1
	49	Key Typing 4	Open HiHat2	p35029v	GS Crash	Crash Cym.1	Crash Cym.1	Crash Cym.1	Crash Cym.1	808 Crash	Crash Cym.1
	50	Key Typing 5	Open HiHat2	p33158v	Tom	Real Tom 1	Room Tom 2	Rock Tom 1	Synth Drum 2	808 Tom 2	Real Tom 1
	51	Key Typing 6	Open Hi Hat	p43002v	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	606 Ride Cym	Ride Cym IN
	52	BabyLaughing	Jazz Open HH	cym013v	---	ChinaCymbal	ChinaCymbal	ChinaCymbal	ReverseCymbl	ChinaCymbal	ChinaCymbal
	53	Clap Hit	909 OH	p45002v	---	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell
	54	Stab! 1	TR-707 OHH	p36017v	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	CR78 Tmb	Tambourine
	55	Stab! 2	606 HiHat Op	p34109v	---	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.
	56	Bounce Hit	TR-808 OHH	p36019v	Cowbell	Cowbell	Cowbell	Cowbell	Cowbell	808cowbe	Cowbell
	57	Boeeeen	CR-78 ohh	p44001v	---	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	909 Crash	Crash Cym.2
	58	Glass & Glam	Crash Cym.1	p36009v	---	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap
	59	Ice Ring	GS Crash	AfAahhh	---	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	RideCym Edge	RideCym Edge
C4	60	Crack Bottle	Hard Crash	NewHiBongo	High Bongo	Bongo High	Bongo High	Bongo High	Bongo High	CR78 HiBongo	Bongo High
	61	Pour Bottle	Brush Crash	NewLoBongo	Low Bongo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	CR78 LoBongo	Bongo Lo
	62	Soda	Hard Crash	NewCongaSlp	Mute Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	808 Conga	Mute H.Conga
	63	Car Engine 2	909 Crash	NewCongaOp	Conga	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	808 Conga	Conga Hi Opn
	64	Car Horn	Jngl Crash	NewLoConga	Conga	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	808 Conga	Conga Lo Opn
	65	R.Crossing	808 Crash	NewTmblHi	Timbales	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
	66	SL 1	Crash Mute 2	NewTmbLlo	Timbales	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
	67	SL 2	Crash Mute 1	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
	68	Over Blow	Crash Mute 2	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
	69	Sword Boom!	Crash Mute 2	NewShaker2	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
	70	Sword Cross	Crash Mute 1	NewShaker1	Maracas	Maracas	Maracas	Maracas	Maracas	808marac	Maracas
	71	Industry Hit	Crash Mute 2	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle
C5	72	Drill Hit	rev.tra_crsm	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle
	73	Compresser	rev.tra_crsm	NewQuide1	Vibraslap	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
	74	Thrill Hit	Reverse Cym.	NewQuide2	---	Long Guiro	Long Guiro	Long Guiro	Long Guiro	CR78 Guiro	Long Guiro
	75	Explosion 2	rev.tra_crsm	NewClaves	Claves	Claves	Claves	Claves	Claves	808clave	Claves
	76	Seal	Splash Cym.	Woodblock	Laughing	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	77	Fancy Animal	Ride Bell	Woodblock	Screaming	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	78	Cricket	Ride Bell	Mute Cuica	Punch	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Hoo	Mute Cuica
	79	Baert	Ride Bell	Open Cuica	Heart Beat	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Hoo	Open Cuica
	80	Frog Vpoce	Brush RideBL	MuteTriangl	Footsteps	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl
	81	Wind 2	Ride Cymbal	OpenTriangl	Footsteps	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl
	82	Scratch 3	Ride Cymbal	Shaker	Applause	Shaker	Shaker	Shaker	Shaker	626 Shaker	Shaker
	83	Scratch 4	Ride Cymbal	Jingle Bell	Creaking	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6	84	Scratch 5	Brush Ride	Bell Tree	Door	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
	85	Scratch 6	606 Ride Cym	Castanets	Scratch	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
	86	Scratch 7	TR808 Ride	Mute Surdo	Wind Chimes	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
	87	Noise Attack	ChinaCymbal	Open Surdo	Car-Engine	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
	88	Bounce	Chaina Cym2	CRcir	Car-Stop	---	---	---	---	---	---
	89	Dist Knock	Hand clap2	NewTmblHiFlm	Car-Pass	---	---	---	---	---	---
	90	xxx	HC2 Claps 2	NewTmblLoFlm	Car-Crash	---	---	---	---	---	---
	91	---	808clap	NewTmblPHS	Siren	---	---	---	---	---	---
	92	---	808clap	NewShekere1	Train	---	---	---	---	---	---
	93	---	HC2 Claps 2	NewShekere2	Jetplane	---	---	---	---	---	---
	94	---	909 HandClap	NHBngoMute	Helicopter	---	---	---	---	---	---
	95	---	HC2 Claps 2	NewLBngoMute	Starship	---	---	---	---	---	---
C7	96	---	707 Claps	CajonHi	Gun Shot	---	---	---	---	---	---

(CC32=122 only via MIDI)

		PC: 61 [CC32: 4] SFX 2	PC: 63 [CC32: 4] CYM&CLA2	PC: 64 [CC32: 4] V-VoxDrum	PC: 128 [CC32: 4] CM-64/32L	PC: 1 [CC32: 122] GM2STNDR	PC: 9 [CC32: 122] GM2 ROOM	PC: 17 [CC32: 122] GM2POWER	PC: 25 [CC32: 122] GM2ELECT	PC: 26 [CC32: 122] GM2ANALG	PC: 33 [CC32: 122] GM2 JAZZ
(C7)	(96)	(---)	(---)	(CajonHi)	(Gun Shot)	(---)	(---)	(---)	(---)	(---)	(---)
	97	---	---	CajonHiFlm	Machine Gun	---	---	---	---	---	---
	98	---	---	CajonLo	Lasergun	---	---	---	---	---	---
	99	---	---	CajonLoFlm	Explosion	---	---	---	---	---	---
	100	---	---	FlmncoHClp1	Dog	---	---	---	---	---	---
	101	---	---	FlmncoHClp1	HorseGallop	---	---	---	---	---	---
	102	---	---	BongoCowBell	Bird	---	---	---	---	---	---
	103	---	---	AfHey	Rain	---	---	---	---	---	---
	104	---	---	MamboCowBell	Thunder	---	---	---	---	---	---
	105	---	---	MexFVox2	Wind	---	---	---	---	---	---
	106	---	---	AfFoots	Seashore	---	---	---	---	---	---
	107	---	---	MexFVox1	Stream	---	---	---	---	---	---
C8	108	---	---	MexMVox1	Bubble	---	---	---	---	---	---
	109	---	---	YodelFVox1	---	---	---	---	---	---	---
	110	---	---	MexMVox2	---	---	---	---	---	---	---
	111	---	---	YodelMVox1	---	---	---	---	---	---	---
	112	---	---	MexMVox3	---	---	---	---	---	---	---
	113	---	---	FlmncoFVox1	---	---	---	---	---	---	---
	114	---	---	YodelFVox2	---	---	---	---	---	---	---
	115	---	---	FlmncoFVox2	---	---	---	---	---	---	---
	116	---	---	NewWhistle1	---	---	---	---	---	---	---
	117	---	---	FlmncoFVox3	---	---	---	---	---	---	---
	118	---	---	NewWhistle2	---	---	---	---	---	---	---
	119	---	---	FlmncoMVox1	---	---	---	---	---	---	---
C9	120	---	---	FlmncoMVox2	---	---	---	---	---	---	---
	121	---	---	BrazilVox1	---	---	---	---	---	---	---
	122	---	---	FlmncoMVox3	---	---	---	---	---	---	---
	123	---	---	BrazilVox2	---	---	---	---	---	---	---
	124	---	---	BrazilVox3	---	---	---	---	---	---	---
	125	---	---	AfAahhh	---	---	---	---	---	---	---
	126	---	---	p33137v	---	---	---	---	---	---	---
G9	127	---	---	p33168v	---	---	---	---	---	---	---

(CC32=122 only via MIDI)

(CC32= 119 only via MIDI)

Drum Sets

		PC: 41 [CC32: 122]	PC: 49 [CC32: 122]	PC: 57 [CC32: 122]	PC: 1 [CC32: 119]	PC: 2 [CC32: 119]	PC: 9 [CC32: 119]	PC: 17 [CC32: 119]	PC: 25 [CC32: 119]	PC: 26 [CC32: 119]	PC: 33 [CC32: 119]
		GM2 BRUSH	GM2ORCHS	GM2 SFX	stndrdkt	stndrkt2	room kit	rock kit	electrok	analogkt	jazz kit
C–1	0	---	---	---	---	---	---	---	---	---	---
	1	---	---	---	---	---	---	---	---	---	---
	2	---	---	---	---	---	---	---	---	---	---
	3	---	---	---	---	---	---	---	---	---	---
	4	---	---	---	---	---	---	---	---	---	---
	5	---	---	---	---	---	---	---	---	---	---
	6	---	---	---	---	---	---	---	---	---	---
	7	---	---	---	---	---	---	---	---	---	---
	8	---	---	---	---	---	---	---	---	---	---
	9	---	---	---	---	---	---	---	---	---	---
	10	---	---	---	---	---	---	---	---	---	---
	11	---	---	---	---	---	---	---	---	---	---
C0	12	---	---	---	---	---	---	---	---	---	---
	13	---	---	---	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
	14	---	---	---	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
	15	---	---	---	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q
	16	---	---	---	Slap	Slap	Slap	Slap	Slap	Slap	Slap
	17	---	---	---	ScratchPush	ScratchPush	ScratchPush	ScratchPush	ScratchPush	ScratchPush	ScratchPush
	18	---	---	---	ScratchPull	ScratchPull	ScratchPull	ScratchPull	ScratchPull	ScratchPull	ScratchPull
	19	---	---	---	FingerSnaps2	FingerSnaps2	FingerSnaps2	FingerSnaps2	FingerSnaps2	FingerSnaps2	FingerSnaps2
	20	---	---	---	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick
	21	---	---	---	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click
	22	---	---	---	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell
	23	---	---	---	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep
C1	24	---	---	---	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep
	25	---	---	---	Brush Swirl	Brush Swirl	Brush Swirl	Brush Swirl	Brush Swirl	Brush Swirl	Brush Swirl
	26	---	---	---	Brush Swirl	Brush Swirl	Brush Swirl	Brush Swirl	Brush Swirl	Brush Swirl	Brush Swirl
	27	High-Q	Jazz Clsd.HH	---	Brush Slap1	Brush Slap1	Brush Slap1	Brush Slap1	Brush Slap1	Brush Slap1	Brush Slap1
	28	Slap	Pedal HiHat	---	Brush Swirl	Brush Swirl	Brush Swirl	Brush Swirl	ReverseCymbl	ReverseCymbl	Brush Swirl
	29	ScratchPush	Jazz Open HH	---	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll
	30	ScratchPull	Ride Cymbal	---	Castanets	Castanets	Castanets	Castanets	High-Q	High-Q	Castanets
	31	Sticks	Sticks	---	Concert Snr	Concert Snr	Concert Snr	Room Snare 1	Standard SN1	Power Snare1	Concert Snr
	32	SquareClick	SquareClick	---	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks
	33	Mtrnm.Click	Mtrnm.Click	---	Jazz Kick 1	Jazz Kick 1	Jazz Kick 1	Room Kick 2	Std2 Kick2	Mix Kick	Jazz Kick 1
	34	Mtrnm. Bell	Mtrnm. Bell	---	Jazz Snare 2	Jazz Snare 2	Jazz Snare 2	Jazz Snare 2	Jazz Snare 2	Jazz Snare 2	Jazz Snare 2
	35	Jazz Kick 2	Concert BD	---	Mix Kick	Std2 Kick2	Mix Kick	Std2 Kick2	Elec Kick 2	808 BD	Mix Kick
C2	36	Jazz Kick 1	ConcertBD Mt	---	Standard KK1	Std.2 Kick1	Room Kick 1	Std.2 Kick1	Power Kick1	TR-808 Kick	Jazz Kick 2
	37	Side Stick	Side Stick	---	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	808 Rimshot	Side Stick
	38	Brush Swirl	Concert Snr	---	Standard SN1	Std.2 Snare1	Standard SN1	LD Snare M	Dance Snare1	808 Snare 1	Standard SN1
	39	Brush Slap1	Castanets	High-Q	909 HandClap	909 HandClap	909 HandClap	909 HandClap	909 HandClap	808clap	909 HandClap
	40	Brush Swirl	Concert Snr	Slap	LD Snare M	Std.2 Snare2	LD Snare M	Jazz Snare 2	Power Snare1	TR-808 SD2	LD Snare M
	41	Lite Tom 4	Timpani	ScratchPush	Real Tom 6	Real Tom 6	Room Tom 5	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 6
	42	Brs Chh	Timpani	ScratchPull	Close HiHat2	Close HiHat2	Close HiHat2	Close HiHat2	Close HiHat2	TR-808 CHH	Close HiHat2
	43	Lite Tom 4	Timpani	Sticks	Real Tom 6	Real Tom 6	Room Tom 5	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 4
	44	Pedal HiHat	Timpani	SquareClick	Pedal HiHat2	Pedal HiHat2	Pedal HiHat2	Pedal HiHat2	Pedal HiHat2	808__chh	Pedal HiHat2
	45	Lite Tom 4	Timpani	Mtrnm.Click	Real Tom 4	Real Tom 4	Room Tom 2	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 4
	46	Brush Ohh	Timpani	Mtrnm. Bell	Open HiHat2	Open HiHat2	Open HiHat2	Open HiHat2	Open HiHat2	TR-808 OHH	Open HiHat2
	47	Lite Tom 4	Timpani	Gt.FretNoiz	Real Tom 4	Real Tom 4	Room Tom 2	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 1
C3	48	Lite Tom 4	Timpani	Gt.CutNoise	Real Tom 1	Real Tom 1	Room Tom 2	Rock Tom 1	Synth Drum 2	808 Tom 2	Real Tom 1
	49	Brush Crash	Timpani	Gt.CutNoise	Crash Cym.1	Crash Cym.1	Crash Cym.1	Crash Cym.1	Crash Cym.1	808 Crash	Crash Cym.1
	50	Lite Tom 4	Timpani	String Slap	Real Tom 1	Real Tom 1	Room Tom 2	Rock Tom 1	Synth Drum 2	808 Tom 2	Real Tom 1
	51	Ride Cym IN	Timpani	Fl.KeyClick	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
	52	ChinaCymbal	Timpani	Laughing	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal
	53	Brush RideBL	Timpani	Screaming	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell
	54	Tambourine	Tambourine	Punch	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine
	55	Splash Cym.	Splash Cym.	Heart Beat	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.
	56	Cowbell	Cowbell	Footsteps	Cowbell	Cowbell	Cowbell	Cowbell	Cowbell	808cowbe	Cowbell
	57	Crash Cym.2	Con.Cymbal2	Footsteps	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2
	58	Vibraslap	Vibraslap	Applause	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap
	59	RideCym Edge	Concert Cym.	Creaking	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
C4	60	Bongo High	Bongo High	Door	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High
	61	Bongo Lo	Bongo Lo	Scratch	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo
	62	Mute H.Conga	Mute H.Conga	Wind Chimes	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	808 Conga	Mute H.Conga
	63	Conga Hi Opn	Conga Hi Opn	Car-Engine	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	808 Conga	Conga Hi Opn
	64	Conga Lo Opn	Conga Lo Opn	Car-Stop	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	808 Conga	Conga Lo Opn
	65	High Timbale	High Timbale	Car-Pass	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
	66	Low Timbale	Low Timbale	Car-Crash	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
	67	Agogo	Agogo	Siren	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
	68	Agogo	Agogo	Train	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
	69	Cabasa	Cabasa	Jetplane	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
	70	Maracas	Maracas	Helicopter	Maracas	Maracas	Maracas	Maracas	Maracas	808marac	Maracas
	71	ShrtWhistle	ShrtWhistle	Starship	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle
C5	72	LongWhistle	LongWhistle	Gun Shot	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle
	73	Short Guiro	Short Guiro	Machine Gun	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
	74	Long Guiro	Long Guiro	Lasergun	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro
	75	Claves	Claves	Explosion	Claves	Claves	Claves	Claves	Claves	808clave	Claves
	76	Woodblock	Woodblock	Dog	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	77	Woodblock	Woodblock	HorseGallop	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	78	Mute Cuica	Mute Cuica	Bird	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	ScratchPush	ScratchPush	Mute Cuica
	79	Open Cuica	Open Cuica	Rain	Open Cuica	Open Cuica	Open Cuica	Open Cuica	ScratchPull	ScratchPull	Open Cuica
	80	MuteTriangl	MuteTriangl	Thunder	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl
	81	OpenTriangl	OpenTriangl	Wind	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl
	82	Shaker	Shaker	Seashore	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker
	83	Jingle Bell	Jingle Bell	Stream	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6	84	Bell Tree	Bell Tree	Bubble	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
	85	Castanets	Castanets	---	---	---	---	---	---	---	---
	86	Mute Surdo	Mute Surdo	---	---	---	---	---	---	---	---
	87	Open Surdo	Open Surdo	---	---	---	---	---	---	---	---
	88	---	Applause	---	---	---	---	---	---	---	---
	89	---	---	---	---	---	---	---	---	---	---
	90	---	---	---	---	---	---	---	---	---	---
	91	---	---	---	---	---	---	---	---	---	---
	92	---	---	---	---	---	---	---	---	---	---
	93	---	---	---	---	---	---	---	---	---	---
	94	---	---	---	---	---	---	---	---	---	---
	95	---	---	---	---	---	---	---	---	---	---
C7	96	---	---	---	---	---	---	---	---	---	---

(CC32= 119 only via MIDI)

(CC32=122 only via MIDI)

		PC: 41 [CC32: 119]	PC: 49 [CC32: 119]	PC: 121 [CC32: 122]	PC: 122 [CC32: 122]	PC: 1 [CC32: 3]	PC: 2 [CC32: 3]	PC: 3 [CC32: 3]	PC: 9 [CC32: 3]	PC: 10 [CC32: 3]	PC: 11 [CC32: 3]
		brush kit	classick	SFX 1 kit	SFX 2 kit	STANDRD1	STANDRD2	STANDRD3	ROOM	Hip-Hop	Jungle
C–1	0	---	---	---	---	Std 1 Kick 1	Std 1 Kick 1	Strd 1 Kick 1	Std 1 Kick 1	Elec Kick 2	Elec Kick 2
	1	---	---	---	---	Std 1 Kick 2	Std 1 Kick 2	Std 1 Kick 2	Std 1 Kick 2	Elec Kick 1	Elec Kick 1
	2	---	---	---	---	Std 2 Kick 1	Std 2 Kick 1	Std 2 Kick 1	Std 2 Kick 1	CR-78 Kick 1	CR78 BD 1
	3	---	---	---	---	Std 2 Kick 2	Std 2 Kick 2	Sd 2 Kick 2	Std 2 Kick 2	CR-78 Kick 2	CR78 BD 2
	4	---	---	---	---	Kick 1	Kick 1	Kick 1	Kick 1	TR-606 Kick 1	TR-606 BD1
	5	---	---	---	---	Kick 2	Kick 2	Kick 2	Kick 2	TR-707 Kick 1	TR-707 BD
	6	---	---	---	---	Jazz Kick 1	Jazz Kick 1	Jazz Kick 1	Jazz Kick 1	TR-808 Kick	808 Kick
	7	---	---	---	---	Jazz Kick 2	Jazz Kick 2	Jazz Kick 2	Jazz Kick 2	TR-808 Kick	TR-808 Kick
	8	---	---	---	---	Room Kick 1	Room Kick 1	Room Kick 1	Room Kick 1	TR-808 Kick 2	808 BD
	9	---	---	---	---	Room Kick 2	Room Kick 2	Room Kick 2	Room Kick 2	TR-909 Kick	TR-909 Kick
	10	---	---	---	---	Power Kick 1	Power Kick 1	Power Kick 1	Power Kick 1	Dance Kick	Dance Kick 2
	11	---	---	---	---	Power Kick 2	Power Kick 2	Power Kick 2	Power Kick 2	Hip-Hop Kick 2	909 Comp BD
C0	12	---	---	---	---	Ele Kick 2	Elec Kick 2	Elec Kick 2	Elec Kick 2	TR-909 Kick 1	TR-909 BD2
	13	Mute Surdo	Mute Surdo	---	---	Elec Kick 1	Elec Kick 1	Elec Kick 1	ElecKick 1	Hip-Hop Kick 3	HipHop BD2
	14	Open Surdo	Open Surdo	---	---	TR-808 Kick	TR-808 Kick	TR-808 Kick	TR-808 Kick	Jungle BD Set	JungleBD Set
	15	High-Q	High-Q	---	---	TR-909 Kick	TR-909 Kick	TR-909 Kick	TR-909 Kick	Techno BD 1	Techno BD1
	16	Slap	Slap	---	---	Dance Kick	Dance Kick	Dance Kick	Dance Kick	Bounce	Bounce
	17	ScratchPush	ScratchPush	---	---	Voice One	Voice One	Voice One	Voice One	Voice One	Voice One
	18	ScratchPull	ScratchPull	---	---	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two
	19	FingerSnaps2	FingerSnaps2	---	---	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three
	20	SquareClick	SquareClick	---	---	---	---	---	---	---	---
	21	Mtrnm.Click	Mtrnm.Click	---	---	---	---	---	---	---	---
	22	Mtrnm. Bell	Mtrnm. Bell	---	---	MC-500 Beep 1	MC-500 Beep 1	MC-500 Beep 1	MC-500 Beep 1	MC-500 Beep 1	MC-500 Beep
	23	MC-500 Beep	MC-500 Beep	---	---	MC-500 Beep 2	MC-500 Beep 2	MC-500 Beep 2	MC-500 Beep 2	MC-500 Beep 2	MC-500 Beep
C1	24	MC-500 Beep	MC-500 Beep	---	---	Concert SD	Concert SD	Concert SD	Concert SD	Concert SD	Concert Snr
	25	Brush Swirl	Brush Swirl	---	---	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll
	26	Brush Swirl	Brush Swirl	---	---	Finger Snap 2	Finger Snap	Finger Snap 2	Finger Snap	Finger Snap 2	FingerSnaps2
	27	Brush Slap1	Brush Slap1	---	---	High Q	High Q	High Q	High Q	High Q	High-Q
	28	Brush Swirl	Brush Swirl	---	---	Slap	Slap	Slap	Slap	Slap	Slap
	29	Snare Roll	Snare Roll	---	---	Scratch Push [EXC7]	Scratch Push	Scratch Push	Scratch Push	Scratch Push 2 [EXC7]	Scrtch Push2
	30	Castanets	Castanets	---	---	Scratch Pull [EXC7]	Scratch Pull	Scratch Pull	Scratch Pull	Scratch Pull 2 [EXC7]	Scrtch Pull2
	31	Brush Slap1	Concert Snr	---	---	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks
	32	Sticks	Sticks	---	---	Square Click	Square Click	Square Click	Square Click	Square Click	SquareClick
	33	Jazz Kick 1	Jazz Kick 1	---	---	Metronome Click	Metronome Click	Metronome Click	Metronome Click	Metronome Click	Mtrnm.Click
	34	Jazz Snare 2	Jazz Snare 2	---	---	Metronome Bell	Metronome Bell	Metronome Bell	Metronome Bell	Metronome Bell	Mtrnm. Bell
	35	Mix Kick	Concert BD	---	---	Standard 1 Kick 2	Standard 2 Kick 2	Standard 3 Kick 2	Room Kick 2	Hip-Hop Kick 2	HipHop BD1
C2	36	Jazz Kick 1	Concert BD m	Gt.CutNoise	Telephone 2	Standard 1 Kick 1	Standard 2 Kick 1	[RND] Kick	Room Kick 1	Hip-Hop Kick 1	Std2 Kick2
	37	Side Stick	Side Stick	Gt.CutNoiz	Creaking	Side Stick	Side Stick	Side Stick	Side Stick	TR-808 Rim Shot	Side Stick
	38	Brush Slap1	Standard SN1	Dist.CutNoiz	Door	Standard 1 Snare 1	Standard 2 Snare 1	[RND] Snare	Room Snare 1	Rap Snare	Dance Snare1
	39	909 HandClap	909 HandClap	String Slap	ScratchPush	Hand Clap	TR-808 Hand Clap	[RND] Hand Clap	TR-808 Hand Clap	Hand Clap	HC2 Claps 2
	40	Brush Swirl	LD Snare M	Bass Slide	XG Scratch2	Standard 1 Snare 2	Standard 2 Snare 2	Standard 3 Snare 2	Room Snare 2	Hip-Hop Snare 2	House SD
	41	Lite Tom 4	Real Tom 6	Pick Scrape	Wind Chimes	Low Tom2	Low Tom2	Low Tom2	Room Low Tom 2	TR-909 Low Tom 2	909 Tom
	42	Close HiHat2	Close HiHat2	---	Telephone 2	Closed Hi-Hat	Closed Hi-Hat 2	[RND] Closed Hi-Hat	Closed Hi-Hat3	Closed Hi-Hat 3	606 CH
	43	Lite Tom 4	Real Tom 4	---	---	Low Tom1	Low Tom1	Low Tom1	Room Low Tom 1	TR-909 Low Tom 1	909 Tom
	44	Pedal HiHat2	Pedal HiHat2	---	---	Pedal Hi-Hat	Pedal Hi-Hat 2	[RND] Pedal Hi-Hat	Room Pedal Hi-Hat	RoomPedal Hi-Hat	Jungle HH
	45	Lite Tom 4	Real Tom 4	---	---	Mid Tom2	Mid Tom2	Mid Tom2	Room Mid Tom 2	TR-909 Mid Tom 2	909 Tom
	46	Open HiHat2	Open HiHat2	---	---	Open Hi-Hat	Open Hi-Hat 2	[RND] Open Hi-Hat	Open Hi-Hat 3	Open Hi-Hat 3	606 HiHat Op
	47	Lite Tom 4	Real Tom 1	---	---	Mid Tom 1	Mid Tom 1	Mid Tom 1	Room Mid Tom 1	TR-909 Mid Tom 1	909 Tom
C3	48	Lite Tom 4	Real Tom 1	---	---	High Tom 2	High Tom 2	High Tom 2	Room High Tom 2	TR-909 High Tom 2	909 Tom
	49	Crash Cym.1	Concert Cym.	---	---	Crash Cymbal1	Crash Cymbal1	[RND] Crash Cymbal	Crash Cymbal1	TR-909 Crash Cymbal	Jngl Crash
	50	Lite Tom 4	Real Tom 1	---	---	High Tom 1	High Tom 1	High Tom 1	Room High Tom 1	TR-909 High Tom 1	909 Tom Snare
	51	Ride Cymbal	ConcertCymCl	---	---	Ride Cymbal 1	Ride Cymbal 1	[RND] Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal
	52	ChinaCymbal	ChinaCymbal	Fl.KeyClick	Car-Engine	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	Reverse Cymbal	ReverseCymbl
	53	Ride Bell	Ride Bell	---	Car-Stop	Ride Bell	Ride Bell	[RND] Ride Bell	Ride Bell	Ride Bell	Ride Bell
	54	Tambourine	Tambourine	---	Car-Pass	Tambourine	Tambourine	Tambourine	Tambourine	Shake Tambourine	Shake Tamb
	55	Splash Cym.	Splash Cym.	---	Car-Crash	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cym.
	56	Cowbell	Cowbell	---	Siren	Cowbell	Cowbell	Cowbell	Cowbell	TR-808 Cowbell	808cowbe
	57	Crash Cym.2	Concert Cym.	---	Train	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2	Crash Cym.2
	58	Vibraslap	Vibraslap	---	Jetplane	Vibra-slap	Vibra-slap	Vibra-slap	Vibra-slap	Vibra-slap	Vibraslap
	59	Ride Cymbal	ConcertCymCl	---	Starship	Ride Cymbal 2	Ride Cymbal 2	[RND] Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal
C4	60	Bongo High	Bongo High	---	Burst Noise	High Bongo	High Bongo	High Bongo	High Bongo	High Bongo	Bongo High
	61	Bongo Lo	Bongo Lo	---	Coaster	Low Bongo	Low Bongo	Low Bongo	Low Bongo	Low Bongo	Bongo Lo
	62	Mute H.Conga	Mute H.Conga	---	Submarine	Mute High Conga	Mute High Conga	Mute High Conga	Mute High Conga	Mute High Conga	Mute H.Conga
	63	Conga Hi Opn	Conga Hi Opn	---	---	Open High Conga	Open High Conga	Open High Conga	Open High Conga	Open High Conga	Conga Hi Opn
	64	Conga Lo Opn	Conga Lo Opn	---	---	Open Low Conga	Open Low Conga	Open Low Conga	Open Low Conga	Open Low Conga	Conga Lo Opn
	65	High Timbale	High Timbale	---	---	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
	66	Low Timbale	Low Timbale	---	---	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
	67	Agogo	Agogo	---	---	High Agogo	High Agogo	High Agogo	High Agogo	High Agogo	Agogo
	68	Agogo	Agogo	Rain	Laughing	Low Agogo	Low Agogo	Low Agogo	Low Agogo	Low Agogo	Agogo
	69	Cabasa	Cabasa	Thunder	Screaming	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
	70	Maracas	Maracas	Wind	Punch	Maracas	Maracas	Maracas	Maracas	TR-808 Maracas	808marac
	71	ShrtWhistle	ShrtWhistle	Stream	Heart Beat	Short High Whistle	Short High Whistle	Short High Whistle	Short High Whistle	Short High Whistle	ShrtWhistle
C5	72	LongWhistle	LongWhistle	Bubble	Footsteps	Long Low Whistle	Long Low Whistle	Long Low Whistle	Long Low Whistle	Long Low Whistle	LongWhistle
	73	Short Guiro	Short Guiro	Feed	ApplauseWave	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
	74	Long Guiro	Long Guiro	---	---	Long Guiro	Long Guiro	Long Guiro	Long Guiro	CR-78 Guiro	CR78 Guiro
	75	Claves	Claves	---	---	Claves	Claves	Claves	Claves	TR-808 Claves	808clave
	76	Woodblock	Woodblock	---	---	High Wood Block	High Wood Block	High Wood Block	High Wood Block	High Wood Block	Woodblock
	77	Woodblock	Woodblock	---	---	Low Wood Block	Low Wood Block	Low Wood Block	Low Wood Block	Low Wood Block	Woodblock
	78	Mute Cuica	Mute Cuica	---	---	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	High Hoo	Hoo
	79	Open Cuica	Open Cuica	---	---	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Low Hoo	Hoo
	80	MuteTriangl	MuteTriangl	---	---	Mute Triangle	Mute Triangle	Mute Triangle	Mute Triangle	Electric Mute Triangle	MuteTriangl
	81	OpenTriangl	OpenTriangl	---	---	Open Triangle	Open Triangle	Open Triangle	Open Triangle	Electric Open Triangle	OpenTriangl
	82	Shaker	Shaker	---	---	Shaker	Shaker	Shaker	Shaker	TR-626 Shaker	626 Shaker
	83	Jingle Bell	Jingle Bell	---	---	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6	84	Bell Tree	Bell Tree	Dog	Machine Gun	Bell Tree	Bar Chimes	Bell Tree	Bell Tree	Bell Tree	Bell Tree
	85	---	---	HorseGallop	Lasergun	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
	86	---	---	Bird 2	Explosion	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
	87	---	---	Kitty	Firework	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
	88	---	---	Growl	---	Applause 2	Applause 2	Applause 2	Applause 2	Small Club 1	Small Club
	89	---	---	Huanted	---	---	---	---	---	---	---
	90	---	---	Ghost	---	---	---	---	---	---	---
	91	---	---	Maou	---	---	---	---	---	---	---
	92	---	---	---	---	---	---	---	---	---	---
	93	---	---	---	---	---	---	---	---	---	---
	94	---	---	---	---	---	---	---	---	---	---
	95	---	---	---	---	---	---	---	---	---	---
C7	96	---	---	---	---	---	---	---	---	---	---

Drum Sets

		PC: 41 [CC32: 119] brush kit	PC: 49 [CC32: 119] classick	PC: 121 [CC32: 122] SFX 1 kit	PC: 122 [CC32: 122] SFX 2 kit	PC: 1 [CC32: 3] STANDRD1	PC: 2 [CC32: 3] STANDRD2	PC: 3 [CC32: 3] STANDRD3	PC: 9 [CC32: 3] ROOM	PC: 10 [CC32: 3] HipHop	PC: 11 [CC32: 3] Jungle
(C7)	(96)	(---)	(---)	(---)	(---)	(---)	(---)	(---)	(---)	(---)	(---)
	97	---	---	---	---	Standard 1 Snare 1	Standard 1 Snare 1	Standard 1 Snare 1	Standard 1 Snare 1	Techno Hit	Techno Hit
	98	---	---	---	---	Standard 1 Snare 2	Standard 1 Snare 2	Standard 1 Snare 2	Standard 1 Snare 2	Philly Hit	Philly Hit
	99	---	---	---	---	Standard 2 Snare 1	Standard 2 Snare 1	Standard 2 Snare 1	Standard 2 Snare 1	Shock Wave	Shock Wave
	100	---	---	---	---	Standard 2 Snare 2	Standard 2 Snare 2	Standard 2 Snare 2	Standard 2 Snare 2	Lo-Fi Rave Bam Hit	Lo Fi Rave
	101	---	---	---	---	Snare Drum 2	Snare Drum 2	Snare Drum 2	Snare Drum 2	Bim-Hit	Bam Hit
	102	---	---	---	---	Standard 1 Snare 1	Standard 1 Snare 1	Standard 1 Snare 1	Standard 1 Snare 1	Tape Rewind	Bim Hit
	103	---	---	---	---	Standard 1 Snare 2	Standard 1 Snare 2	Standard 1 Snare 2	Standard 1 Snare 2	Phonograph Noise	TapeRewind
	104	---	---	---	---	Standard Snare 3	Standard Snare 3	Standard Snare 3	Standard Snare 3	Power Snare 1	Phono Noise
	105	---	---	---	---	Jazz Snare 1	Jazz Snare 1	Jazz Snare 1	Jazz Snare 1	Dance Snare 1	Dance Snare1
	106	---	---	---	---	Jazz Snare 2	Jazz Snare 2	Jazz Snare 2	Jazz Snare 2	Dance Snare 2	Power Snare2
	107	---	---	---	---	Room Snare 1	#2] Room Snare 1	Room Snare 1	Room Snare 1	Disco Snare	Elec Snare 1
C8	108	---	---	---	---	Room Snare 2	Room Snare 2	Room Snare 2	Room Snare 2	Electric Snare 2	Dance Snare2
	109	---	---	---	---	Power Snare 1	Power Snare 1	Power Snare 1	Power Snare 1	Electric Snare	Elec Snare 2
	110	---	---	---	---	Power Snare 2	Power Snare 2	Power Snare 2	Power Snare 2	Electric Snare 3	Elec. Snare
	111	---	---	---	---	Gated Snare	Gated Snare	Gated Snare	Gated Snare	TR-606 Snare	Elec Snare 3
	112	---	---	---	---	Dance Snare 1	Dance Snare 1	Dance Snare 1	Dance Snare 1	TR-707 Snare	66sn260
	113	---	---	---	---	Dance Snare 2	Dance Snare 2	Dance Snare 2	Dance Snare 2	TR-808 Snare 1	TR-707 SD
	114	---	---	---	---	Disco Snare	Disco Snare	Disco Snare	Disco Snare	TR-808 Snare 2	808 Snare 1
	115	---	---	---	---	Electric Snare 2	Electric Snare 2	Electric Snare 2	Electric Snare 2	TR-808 Snare 2	808 Snare 2
	116	---	---	---	---	Electric Snare	Electric Snare	Electric Snare	Electric Snare	TR-909 Snare 1	TR-808 SD2
	117	---	---	---	---	Electric Snare 3	Electric Snare 3	Electric Snare 3	Electric Snare 3	TR-909 Snare 2	909 Snare 1
	118	---	---	---	---	TR-707 Snare	TR-707 Snare	TR-707 Snare	TR-707 Snare	TR-909 Snare 1	909 Snare 2
	119	---	---	---	---	TR-808 Snare 1	TR-808 Snare 1	TR-808 Snare 1	TR-808 Snare 1	TR-909 Snare 2	909 SD 1
C9	120	---	---	---	---	TR-808 Snare 2	TR-808 Snare 2	TR-808 Snare 2	TR-808 Snare 2	Rap Snare	TR-909 SD2
	121	---	---	---	---	TR-909 Snare 1	TR-909 Snare 1	TR-909 Snare 1	TR-909 Snare 1	Jungle Snare 1	Rap Snare
	122	---	---	---	---	TR-909 Snare 2	TR-909 Snare 2	TR-909 Snare 2	TR-909 Snare 2	House Snare 1	JungleSD1
	123	---	---	---	---	Rap Snare	Rap Snare	Rap Snare	Rap Snare	House Snare	House SD
	124	---	---	---	---	Jungle Snare 1	Jungle Snare 1	Jungle Snare 1	Jungle Snare 1	House Snare 2	House Snare
	125	---	---	---	---	House Snare 1	House Snare 1	House Snare 1	House Snare 1	Voice Tah	House SD
	126	---	---	---	---	House Snare	House Snare	House Snare	House Snare	Slappy	Voice Tah
G9	127	---	---	---	---	House Snare 2	House Snare 2	House Snare 2	House Snare 2		Noise Slap

		PC: 12 [CC32: 3] TECHNO	PC: 17 [CC32: 3] POWER	PC: 25 [CC32: 3] ELECTRNC	PC: 26 [CC32: 3] TR-808	PC: 27 [CC32: 3] DANCE	PC: 28 [CC32: 3] CR-78	PC: 29 [CC32: 3] TR-606	PC: 30 [CC32: 3] TR-707	PC: 31 [CC32: 3] TR-909	PC: 33 [CC32: 3] JAZZ
(C7)	(96)	(---)	(---)	(---)	(---)	(---)	(---)	(---)	(---)	(---)	(---)
	97	Techno Hit	Std.1 Snare1	Techno Hit	Techno Hit	Techno Hit	Techno Hit	Techno Hit	Techno Hit	TTechno Hit	---
	98	Philly Hit	Std.1 Snare2	Philly Hit	Philly Hit	Philly Hit	Philly Hit	Philly Hit	Philly Hit	Philly Hit	---
	99	Shock Wave	Std.2 Snare1	Shock Wave	Shock Wave	Shock Wave	Shock Wave	Shock Wave	Shock Wave	Shock Wave	---
	100	Lo-Fi Rave *	Std.2 Snare2	Lo Fi Rave	Lo-Fi Rave *	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave	Brush Swirl
	101	Bam Hit	Tight Snare	Bam Hit	Bam Hit	Bam Hit	Bam Hit	Bam Hit	Bam Hit	Bam Hit	Brush Tap
	102	Bim-Hit	Standard SN1	Bim Hit	Bim-Hit	Bim Hit	Bim Hit	Bim Hit	Bim Hit	Bim Hit	Brush Slap1
	103	Tape Rewind	LD Snare M	TapeRewind	Tape Rewind	TapeRewind	TapeRewind	TapeRewind	TapeRewind	TapeRewind	Brush Slap2
	104	Phono Noise	LD Snare C	Phono Noise	Phono Noise	Phono Noise	Phono Noise	Phono Noise	Phono Noise	Phono Noise	Brush Slap
	105	Dance Snare1	Jazz Snare 1	Dance Snare1	Dance Snare1	Dance Snare1	Dance Snare1	Dance Snare1	Dance Snare1	Dance Snare1	Brush Swirl
	106	Power Snare2	Jazz Snare 2	Power Snare2	Power Snare2	Power Snare2	Power Snare2	Power Snare2	Power Snare2	Power Snare2	Brush Swirl
	107	Elec Snare 1	Room Snare 1	Elec Snare 1	Elec Snare 1	Elec Snare 1	Elec Snare 1	Elec Snare 1	Elec Snare 1	Elec Snare 1	Long Swirl
C8	108	Dance Snare2	Room Snare 2	Dance Snare2	Dance Snare2	Dance Snare2	Dance Snare2	Dance Snare2	Dance Snare2	Dance Snare2	Jazz Snare 1
	109	Elec Snare 2	Dance Snare1	Elec Snare 2	Elec Snare 2	Elec Snare 2	Elec Snare 2	Elec Snare 2	Elec Snare 2	Elec Snare 2	Jazz Snare 2
	110	Elec. Snare	Power Snare1	Elec. Snare	Elec. Snare	Elec. Snare	Elec. Snare	Elec. Snare	Elec. Snare	Elec. Snare	Std.1 Snare1
	111	Elec Snare 3	Rev.Snare	Elec Snare 3	Elec Snare 3	Elec Snare 3	Elec Snare 3	Elec Snare 3	Elec Snare 3	Elec Snare 3	Std.1 Snare2
	112	66sn260	Power Snare2	66sn260	66sn260	66sn260	66sn260	66sn260	66sn260	66sn260	Std.2 Snare1
	113	TR-707 SD	Elec Snare 1	TR-707 SD	TR-707 SD	TR-707 SD	TR-707 SD	TR-707 SD	TR-707 SD	TR-707 SD	Std.2 Snare2
	114	808 Snare 1	Dance Snare2	808 Snare 1	808 Snare 1	808 Snare 1	808 Snare 1	808 Snare 1	808 Snare 1	808 Snare 1	Tight Snare
	115	808 Snare 2	Elec Snare 2	808 Snare 2	808 Snare 2	808 Snare 2	808 Snare 2	808 Snare 2	808 Snare 2	808 Snare 2	Standard SN1
	116	TR-808 SD2	Elec. Snare	TR-808 SD2	TR-808 SD2	TR-808 SD2	TR-808 SD2	TR-808 SD2	TR-808 SD2	TR-808 SD2	LD Snare M
	117	909 Snare 1	Elec Snare 3	909 Snare 1	909 Snare 1	909 Snare 1	909 Snare 1	909 Snare 1	909 Snare 1	909 Snare 1	LD Snare C
	118	909 Snare 2	TR-707 SD	909 Snare 2	909 Snare 2	909 Snare 2	909 Snare 2	909 Snare 2	909 Snare 2	909 Snare 2	Room Snare 1
	119	909 SD 1	808 Snare 1	909 SD 1	909 SD 1	909 SD 1	909 SD 1	909 SD 1	909 SD 1	909 SD 1	Room Snare 2
C9	120	TR-909 SD2	808 Snare 2	TR-909 SD2	TR-909 SD2	TR-909 SD2	TR-909 SD2	TR-909 SD2	TR-909 SD2	TR-909 SD2	Dance Snare1
	121	Rap Snare	909 Snare 1	Rap Snare	Rap Snare	Rap Snare	Rap Snare	Rap Snare	Rap Snare	Rap Snare	Power Snare1
	122	JungleSD1	909 Snare 2	JungleSD1	JungleSD1	JungleSD1	JungleSD1	JungleSD1	JungleSD1	JungleSD1	Rev.Snare
	123	House SD	Rap Snare	House SD	House SD	House SD	House SD	House SD	House SD	House SD	Power Snare2
	124	House Snare	JungleSD1	House Snare	House Snare	House Snare	House Snare	House Snare	House Snare	House Snare	Elec Snare 1
	125	House SD	House SD	House SD	House SD	House SD	House SD	House SD	House SD	House SD	Dance Snare2
	126	Voice Tah	House Snare	Voice Tah	Voice Tah	Voice Tah	Voice Tah	Voice Tah	Voice Tah	Voice Tah	Elec Snare 2
G9	127	Noise Slap	House SD	Noise Slap	Noise Slap	Noise Slap	Noise Slap	Noise Slap	Noise Slap	Noise Slap	Elec Snare 3

		PC: 12 [CC32: 3]	PC: 17 [CC32: 3]	PC: 25 [CC32: 3]	PC: 26 [CC32: 3]	PC: 27 [CC32: 3]	PC: 28 [CC32: 3]	PC: 29 [CC32: 3]	PC: 30 [CC32: 3]	PC: 31 [CC32: 3]	PC: 33 [CC32: 3]
		TECHNO	POWER	ELECTRNC	TR-808	DANCE	CR-78	TR-606	TR-707	TR-909	JAZZ
C–1	0	Elec Kick 2	Std.1 Kick1	Elec Kick 2	Elec Kick 2	Elec Kick 2	Elec Kick 2	Elec Kick 2	Elec Kick 2	Elec Kick 2	Std.1 Kick1
	1	Elec Kick 1	Std.1 Kick2	Elec Kick 1	Elec Kick 1	Elec Kick 1	Elec Kick 1 *	Elec Kick 1 *	Elec Kick 1 *	Elec Kick 1 *	Std.1 Kick2
	2	CR78 BD 1	Std.2 Kick1	CR78 BD 1	CR78 BD 1	CR78 BD 1	CR-78 Kick 1	CR-78 Kick 1	CR-78 Kick 1	CR-78 Kick 1	Std.2 Kick1
	3	CR78 BD 2	Std2 Kick2	CR78 BD 2	CR78 BD 2	CR78 BD 2	CR-78 Kick 2	CR-78 Kick 2	CR-78 Kick 2	CR-78 Kick 2	Std2 Kick2
	4	TR-606 BD1	Kick 1	TR-606 BD1	TR-606 BD1	TR-606 BD1	TR-606 Kick 1	TR-606 Kick 1	TR-606 Kick 1	TR-606 Kick 1	Kick 1
	5	TR-707 BD	Kick 2	TR-707 BD	TR-707 BD	TR-707 BD	TR-707 Kick 1	TR-707 Kick 1	TR-707 Kick 1	TR-707 Kick 1	Kick 2
	6	808 Kick	Jazz Kick 1	808 Kick	808 Kick	808 Kick	808 Kick	808 Kick	808 Kick	808 Kick	Jazz Kick 1
	7	TR-808 Kick	Jazz Kick 2	TR-808 Kick	TR-808 Kick	TR-808 Kick	TR-808 Kick	TR-808 Kick	TR-808 Kick	TR-808 Kick	Jazz Kick 2
	8	808 BD	Room Kick 1	808 BD	808 BD	808 BD	TR-808 Kick 2	TR-808 Kick 2	TR-808 Kick 2	TR-808 Kick 2	Room Kick 1
	9	TR-909 Kick	Room Kick 2	TR-909 Kick	TR-909 Kick	TR-909 Kick	TR-909 Kick	TR-909 Kick	TR-909 Kick	TR-909 Kick	Room Kick 2
	10	Dance Kick 2	Power Kick1	Dance Kick 2	Dance Kick 2	Dance Kick 2	Dance Kick 2	Dance Kick 2	Dance Kick 2	Dance Kick 2	Power Kick1
	11	909 Comp BD	Power Kick2	909 Comp BD	909 Comp BD	909 Comp BD	909 Comp BD	909 Comp BD	909 Comp BD	909 Comp BD	Power Kick2
C0	12	TR-909 BD2	Elec Kick 2	TR-909 BD2	TR-909 BD2	TR-909 BD2	TR-909 BD2	TR-909 BD2	TR-909 BD2	TR-909 BD2	Elec Kick 2
	13	HipHop BD2	Elec Kick 1	HipHop BD2	HipHop BD2	HipHop BD2	HipHop BD2	HipHop BD2	HipHop BD2	HipHop BD2	Elec Kick 1
	14	JungleBD Set	TR-808 Kick	JungleBD Set	JungleBD Set	JungleBD Set	Jungle BD Set	Jungle BD Set	Jungle BD Set	Jungle BD Set	TR-808 Kick
	15	Techno BD1	TR-909 Kick	Techno BD1	Techno BD1	Techno BD1	Techno BD1	Techno BD1	Techno BD1	Techno BD1	TR-909 Kick
	16	Bounce	Dance Kick 2	Bounce	Bounce	Bounce	Bounce	Bounce	Bounce	Bounce	Dance Kick 2
	17	Voice One	Voice One	Voice One	Voice One	Voice One	Voice One	Voice One	Voice One	Voice One	Voice One
	18	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two
	19	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three
	20	---	---	---	---	---	---	---	---	---	---
	21	---	---	---	---	---	---	---	---	---	---
	22	MC-500 Beep 1	MC-500 Beep	MC-500 Beep	MC-500 Beep 1	MC-500 Beep	MC-500 Beep 1	MC-500 Beep 1	MC-500 Beep 1	MC-500 Beep 1	MC-500 Beep
	23	MC-500 Beep 2	MC-500 Beep	MC-500 Beep	MC-500 Beep 2	MC-500 Beep	MC-500 Beep 2	MC-500 Beep 2	MC-500 Beep 2	MC-500 Beep 2	MC-500 Beep
C1	24	Concert SD	Concert Snr	Concert Snr	Concert SD	Concert Snr	Concert SD	Concert SD	Concert SD	Concert SD	Concert Snr
	25	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll
	26	Finger Snap 2	FingerSnaps2	Finger Snap	Finger Snap 2	Finger Snap	Finger Snap 2	Finger Snap 2	Finger Snap 2	Finger Snap 2	Finger Snap
	27	High Q	High-Q	High-Q	High Q	High-Q	High Q	High Q	High Q	High Q	High-Q
	28	Slap	Slap	Slap	Slap	Slap	Slap	Slap	Slap	Slap	Slap
	29	Scrtch Push2]	ScratchPush	Scrtch Push2	Scrtch Push2	Scrtch Push2	Scrtch Push2	Scrtch Push2	Scrtch Push2	Scrtch Push2	ScratchPush
	30	Scrtch Pull2	ScratchPull	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	ScratchPull
	31	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks
	32	Square Click	SquareClick	SquareClick	Square Click	SquareClick	Square Click	Square Click	Square Click	Square Click	SquareClick
	33	Metronome Click	Mtrnm.Click	Mtrnm.Click	Metronome Click	Mtrnm.Click	Metronome Click	Metronome Click	Metronome Click	Metronome Click	Mtrnm.Click
	34	Metronome Bell	Mtrnm. Bell	Mtrnm. Bell	Metronome Bell	Mtrnm. Bell	Metronome Bell	Metronome Bell	Metronome Bell	Metronome Bell	Mtrnm. Bell
	35	Techno Kick 2	Power Kick2	Elec Kick 2	TR-808 Kick 2	TR-909 BD2	CR-78 Kick 2	CR-78 Kick 2	TR-707 Kick 2	Techno Kick 2	82Jz BsDrum1
C2	36	Techno BD1	Power Kick1	Elec Kick 1	TR-808 Kick 1	Techno BD2	CR-78 Kick 1	TR-606 Kick 1	TR-707 Kick 1	TR-909 BD2	82Jz BsDrum2
	37	TR-808 Rim Shot	Side Stick	Side Stick	TR-808 Rim Shot	Side Stick	CR-78 Rim Shot	CR-78 Rim Shot	TR-707 Rim Shot	TR-909 Rim	Side Stick
	38	Techno Snare 1	Dance Snare1	Elec. Snare	TR-808 Snare 1	Dance Snare1	CR-78 Snare 1	TR-606 Snare 1	TR-707 Snare 1	TR-909 Snare 1	82Jz Snare1
	39	TR-707 Hand Clap	808clap	808clap	TR-808 Hand Clap	909 HandClap	TR-707 Hand Clap	TR-707 Hand Clap	TR-707 Hand Clap	Hand Clap	Hand clap2
	40	Techno Snare 2	Power Snare1	Elec Snare 2	TR-808 Snare 2	Power Snare1	CR-78 Snare 2	TR-606 Snare 2	TR-707 Snare 2	TR-909 Snare2	82Jz Snare2
	41	TR-808 Low Tom 2 *	Rock Tom 4	Synth Drum 2	TR-808 Low Tom 2 *	Synth Drum 2	CR-78 Low Tom 2 *	TR-606 Low Tom 2	TR-707 Low Tom 2 *	TR-909 Low Tom 2	Real Tom 6
	42	TR-707 Closed Hi-Hat	Close HiHat2	Jazz Clsd.HH	TR-808 Closed Hi-Hat	CR-78 chh	CR-78 Closed Hi-Hat[EXC1]	TR-606 ClosedHiHat[EXC1]	TR-707 ClosedHiHat[EXC1]	TR-707 ClosedHiHat[EXC1]	Jazz Clsd.HH
	43	TR-808 Low Tom 1 *	Rock Tom 4	Synth Drum 2	TR-808 Low Tom 1 *	Synth Drum 2	CR-78 Low Tom 1 *	TR-606 Low Tom 1	TR-707 Low Tom 1 *	TR-909 Low Tom 1	Real Tom 6
	44	CR-78 Closed Hi-Hat	Pedal HiHat2	Pedal HiHat	TR-808 Closed Hi-Hat2[EXC1]	808__chh	TR-606Closed HiHat[EXC1]	TR-606 ClosedHiHat[EXC1]	TR-707 ClosedHiHat[EXC1]	TR-707 ClosedHiHat[EXC1]	Pedal HiHat
	45	TR-808 Mid Tom 2 *	Rock Tom 4	Synth Drum 2	TR-808 Mid Tom 2 *	Synth Drum 2	CR-78 Mid Tom 2 *	TR-606 Mid Tom 2	TR-707 Mid Tom 2 *	TR-909 Mid Tom 2	Real Tom 4
	46	TR-909 Open Hi-Hat	Open HiHat2	Jazz Open HH	TR-808 Open Hi-Hat	CR-78 ohh	CR-78 Open Hi-Hat[EXC1]	TR-606 OpenHiHat	TR-707 OpenHiHat[EXC1]	TR-909 OpenHiHat[EXC1]	Jazz Open HH
	47	TR-808 Mid Tom 1 *	Rock Tom 4	Synth Drum 2	TR-808 Mid Tom 1 *	Synth Drum 2	CR-78 Mid Tom 1 *	TR-606 Mid Tom 1	TR-707 Mid Tom 1 *	TR-909 Mid Tom 1	Real Tom 4
C3	48	TR-808 High Tom 2 *	Rock Tom 1	Synth Drum 2	TR-808 High Tom 2 *	Synth Drum 2	CR-78 High Tom 2 *	TR-606 High Tom 2	TR-707 High Tom 2 *	TR-909 High Tom 2	Real Tom 1
	49	TR-909 Crash Cymbal	Crash Cym.1	Crash Cym.1	TR-808 Crash Cymbal	808 Crash	TR-808 Crash Cymbal	TR-808 Crash Cymbal	TR-909 Crash Cymbal	TR-909 Crash Cymbal	Crash Cym.1
	50	TR-808 High Tom 1 *	Rock Tom 1	Synth Drum 2	TR-808 High Tom 1 *	Synth Drum 2	CR-78 High Tom 1 *	TR-606 High Tom 1	TR-707 High Tom 1 *	TR-909 High Tom 1	Real Tom 1
	51	Ride Cymbal 1	Ride Cymbal	Ride Cymbal	TR-606 Ride Cymbal	606 Ride Cym	TR-606 Ride Cymbal	TR-606 Ride Cymbal	TR-909 Ride Cymbal	TR-909 Ride Cymbal	Ride Cym IN
	52	Reverse Cymbal	ChinaCymbal	ReverseCymbl	Chinese Cymbal	ReverseCymbl	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	ChinaCymbal
	53	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell
	54	Shake Tambourine	Tambourine	Tambourine	CR-78 Tambourine	Shake Tamb	CR-78 Tambourine	CR-78 Tambourine	Tambourine 2	Tambourine 2	Tambourine
	55	Splash Cymbal	Splash Cym.	Splash Cym.	Splash Cymbal	Splash Cym.	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cym.
	56	TR-808 Cowbell	Cowbell Snare	Cowbell	TR-808 Cowbell	808cowbe	CR-78 Cowbell	CR-78 Cowbell	TR-808 Cowbell	TR-808 Cowbell	Cowbell
	57	TR-909 Crash Cymbal	Crash Cym.2	Crash Cym.2	TR-909 Crash Cymbal	Crash Cym.2	TR-909 Crash Cymbal	TR-909 Crash Cymbal	Crash Cymbal 2	Crash Cymbal 2	Crash Cym.2
	58	Vibra-slap	Vibraslap	Vibraslap	Vibra-slap	Vibraslap	Vibra-slap	Vibra-slap	Vibra-slap	Vibra-slap	Vibraslap
	59	Ride Cymbal 2	Ride Cymbal	Ride Cymbal	Ride Cymbal Edge	Ride Cymbal	Ride Cymbal Edge	Ride Cymbal Edge	Ride Cymbal Edge	Ride Cymbal Edge	RideCym Edge
C4	60	CR-78 High Bongo	Bongo High	Bongo High	CR-78 High Bongo	Bongo High	CR-78 High Bongo	CR-78 High Bongo	High Bongo	High Bongo	Bongo High
	61	CR-78 Low Bongo	Bongo Lo	Bongo Lo	CR-78 Low Bongo	Bongo Lo	CR-78 Low Bongo	CR-78 Low Bongo	Low Bongo	Low Bongo	Bongo Lo
	62	808 Conga	Mute H.Conga	Mute H.Conga	808 Conga	Mute H.Conga	808 Conga	TR-808 Mute HighConga	Mute High Conga	Mute High Conga	Mute H.Conga
	63	808 Conga	Conga Hi Opn	Conga Hi Opn	808 Conga	Conga Hi Opn	808 Conga	TR-808 Open HighConga	Open High Conga	Open High Conga	Conga Hi Opn
	64	808 Conga	Conga Lo Opn	Conga Lo Opn	808 Conga	Conga Lo Opn	808 Conga	TR-808 Open LowConga	Open Low Conga	Open Low Conga	Conga Lo Opn
	65	High Timbale	High Timbale	House SD	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
	66	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
	67	High Agogo	Agogo	Agogo	High Agogo	Agogo	High Agogo	High Agogo	High Agogo	High Agogo	Agogo
	68	Low Agogo	Agogo	Agogo	Low Agogo	Agogo	Low Agogo	Low Agogo	Low Agogo	Low Agogo	Agogo
	69	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
	70	808marac	Maracas	Maracas	808marac	Maracas	CR-78 Maracas	CR-78 Maracas	808marac	808marac	Maracas
	71	Short High Whistle	ShrtWhistle	ShrtWhistle	Short High Whistle	ShrtWhistle	Short High Whistle	Short High Whistle	Short High Whistle	Short High Whistle	ShrtWhistle
C5	72	Long Low Whistle	LongWhistle	LongWhistle	Long Low Whistle	LongWhistle	Long Low Whistle	Long Low Whistle	Long Low Whistle	Long Low Whistle	LongWhistle
	73	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
	74	CR-78 Guiro	Long Guiro	Long Guiro	CR-78 Guiro	Long Guiro	CR-78 Guiro	CR-78 Guiro	Long Guiro	CR-78 Guiro	Long Guiro
	75	808clave	Claves	Claves	808clave	Claves	CR-78 Claves	CR-78 Claves	Claves	CR-78 Claves	Claves
	76	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	77	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	78	High Hoo	Mute Cuica	Mute Cuica	High Hoo	Hoo	High Hoo	High Hoo	High Hoo	High Hoo	Mute Cuica
	79	Low Hoo	Open Cuica	Open Cuica	Low Hoo	Hoo	Low Hoo	Low Hoo	Low Hoo	Low Hoo	Open Cuica
	80	Mute Triangl	MuteTriangl	MuteTriangl	Mute Triangl	MuteTriangl	CR-78 Low Beat	CR-78 Low Beat	Mute Triangl	Mute Triangl	MuteTriangl
	81	Open Triangl	OpenTriangl	OpenTriangl	Open Triangl	OpenTriangl	CR-78 High Beat	CR-78 High Beat	Open Triangl	Open Triangl	OpenTriangl
	82	TR-626 Shaker	Shaker	Shaker	TR-626 Shaker	626 Shaker	TR-626 Shaker	TR-626 Shaker	TR-626 Shaker	TR-626 Shaker	Shaker
	83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6	84	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
	85	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
	86	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
	87	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
	88	Applause 2	Applause 2	Small Club	Small Club	Small Club	Small Club	Small Club	Small Club	Applause 2	Applause
	89	---	---	---	---	---	---	---	---	---	---
	90	---	---	---	---	---	---	---	---	---	---
	91	---	---	---	---	---	---	---	---	---	---
	92	---	---	---	---	---	---	---	---	---	---
	93	---	---	---	---	---	---	---	---	---	---
	94	---	---	---	---	---	---	---	---	---	---
	95	---	---	---	---	---	---	---	---	---	---
C7	96	---	---	---	---	---	---	---	---	---	---

Drum Sets

		PC: 41 [CC32: 3]	PC: 49 [CC32: 3]	PC: 50 [CC32: 3]	PC: 51 [CC32: 3]	PC: 53 [CC32: 3]	PC: 54 [CC32: 3]	PC: 57 [CC32: 3]	PC: 58 [CC32: 3]	PC: 59 [CC32: 3]	PC: 128 [CC32: 3]
		BRUSH	ORCHSTRA	ETHNIC	KICK&SNR	ASIA	CYM&CLAP	SFX	Rhythm FX	RHTHMFX2	CM-64/32L
C–1	0	Std.1 Kick1	Std.1 Kick1	---	---	---	---	---	---	---	---
	1	Std.1 Kick2	Std.1 Kick2	---	---	---	---	---	---	---	---
	2	Std.2 Kick1	Std.2 Kick1	---	---	---	---	---	---	---	---
	3	Std2 Kick2	Std2 Kick2	---	---	---	---	---	---	---	---
	4	Kick 1	Kick 1	---	---	---	---	---	---	---	---
	5	Kick 2	Kick 2	---	---	---	---	---	---	---	---
	6	Jazz Kick 1	Jazz Kick 1	---	---	---	---	---	---	---	---
	7	Jazz Kick 2	Jazz Kick 2	---	---	---	---	---	---	---	---
	8	Room Kick 1	Room Kick 1	---	---	---	---	---	---	---	---
	9	Room Kick 2	Room Kick 2	---	---	---	---	---	---	---	---
	10	Power Kick1	Power Kick1	---	---	---	---	---	---	---	---
	11	Power Kick2	Power Kick2	---	---	---	---	---	---	---	---
C0	12	Elec Kick 2	Elec Kick 2	---	---	---	---	---	---	---	---
	13	Elec Kick 1	Elec Kick 1	---	---	---	---	---	---	---	---
	14	TR-808 Kick	TR-808 Kick	---	---	---	---	---	---	---	---
	15	TR-909 Kick	TR-909 Kick	---	---	---	---	---	---	---	---
	16	Dance Kick 2	Dance Kick 2	---	---	---	---	---	---	---	---
	17	Voice One	Voice One	---	---	---	---	---	---	---	---
	18	Voice Two	Voice Two	---	---	---	---	---	---	---	---
	19	Voice Three	Voice Three	---	---	---	---	---	---	---	---
	20	---	---	---	---	---	---	---	---	---	---
	21	---	---	---	---	---	---	MC-500 Beep	---	---	---
	22	MC-500 Beep	MC-500 Beep	---	---	---	---	MC-500 Beep	---	---	---
	23	MC-500 Beep	MC-500 Beep	---	---	---	---	ytwn3.xtp	---	---	---
C1	24	Concert Snr	Concert Snr	---	---	---	---	ytwn2.xtp	---	---	---
	25	Snare Roll	Snare Roll	Finger Snap	CR78 BD 1	Gamelan Gong C#	---	Guitar Slap	---	---	---
	26	Finger Snap	Finger Snap	Tambourine	CR78 BD 2	Gamelan Gong D#	---	Chord Stroke	---	---	---
	27	High-Q	Jazz Clsd.HH	Castanets	TR-606 BD1	Gamelan Gong G	---	Chord Stroke	---	---	---
	28	Slap	Pedal HiHat	Crash Cymbal 1	TR-707 BD	Gamelan Gong A#	---	Biwa 3	---	---	---
	29	ScratchPush	Jazz Open HH	Snare Roll	808 BD	Gamelan Gong c	---	Phono Noise	---	---	---
	30	ScratchPull	Ride Cymbal	Concert SD	909 Comp BD	Gamelan Gong c#	---	TapeRewind	---	---	---
	31	Sticks	Sticks	Concert Cymbal	TR-909 BD2	Gamelan Gong d#	---	Scrtch Push2	---	---	---
	32	SquareClick	SquareClick	Concert BD 1	HipHop BD2	Gamelan Gong g	rev.hvohh	Scrtch Pull2	---	---	---
	33	Mtrnm.Click	Mtrnm.Click	Jingle Bell	HipHop BD1	Gamelan Gong a#	Rev. LVCHH 1	Gt.CutNoise2	---	---	---
	34	Mtrnm. Bell	Mtrnm. Bell	Bell Tree	Jungle BD2	Gamelan Gong C	Rev. LVCHH 2	Gt.CutNoise2	---	---	---
	35	Jazz Kick 2	Jazz Kick 1	Bar Chimes	JungleBD Set	Gender C#	Jungle HH	Dist.CutNoiz	---	---	Kick 1
C2	36	Jazz Kick 1	Concert BD	Wadaiko *	Techno BD2	Gender D#	Close HiHat	Dist.CutNoiz Bang	Reverse Kick 1	rev.707bd	Kick 1
	37	Side Stick	Side Stick	Wadaiko Rim *	Techno BD1	Gender G	Jazz Clsd.HH	Bass Slide	Reverse Concert Bass	rev.909bd2	Side Stick
	38	Brush Swirl	Concert Snr	Shime Taiko	Mix Kick	Gender A#	Room Chh	Pick Scrape	Reverse Power Kick 1	rev.hphp_bd1	Fat Snare
	39	Brush Slap1	Castanets	Atarigane	Standard KK1	Gender c	Close HiHat1	High-Q	Reverse Electric Kick 1	rev.jgl_bd2	Hand Clap
	40	Brush Swirl	Concert Snr	Hyoushigi	Std.1 Kick1	Bonang C#	Close HiHat2	Slap	Reverse Snare 1	rev.tech_bd2	Elec. Snare
	41	Lite Tom 4	Timpani	Ohkawa	Std.1 Kick2	Bonang D#	TR-707 HH-c	ScratchPush	Reverse Snare 2	rev.606sn2	Tom
	42	Brs Chh	Timpani	High Kotsuzumi	Std.2 Kick1	Bonang G	606 CH	ScratchPull	Reverse Standard 1	rev.cr78sd1	Close HiHat
	43	Lite Tom 4	Timpani	Low Kotsuzumi	Std2 Kick2	Bonang A#	808__chh	Sticks	Reverse Snare Drum 2	rev.cr78sd2	Tom
	44	Pedal HiHat	Timpani	Ban Gu	Kick 1	Bonang c	TR-808 CHH	SquareClick	Reverse Tight Snare	rev.jgl_sd2	Open HiHat2
	45	Lite Tom 4	Timpani	Big Gong	Kick 2	Thai Gong	CR-78 chh	Mtrnm.Click	Reverse 808 Snare	rev.tech_sd2	Tom
	46	Brush Ohh	Timpani	Small Gong	Soft Kick	Rama Cymbal	GS Pedal HH	Mtrnm. Bell	Reverse Tom 1	rev.707sd	Open Hi Hat
	47	Lite Tom 4	Timpani	Bend Gong	Jazz Kick 1	Sagat Open	Pedal HiHat	Gt.FretNoiz	Reverse Tom 2	rev.606sn1	Tom
C3	48	Lite Tom 4	Timpani	Thai Gong	Jazz Kick 2	Sagat Closed	Pedal HiHat2	Gt.CutNoise	Reverse Sticks	rev.909sd1	Tom
	49	Brush Crash	Timpani	Rama Cymbal	Concert BD	Jaws Harp	Half OpenHH1	Gt.CutNoise	Reverse Slap	rev.hphp_sd2	GS Crash
	50	Lite Tom 4	Timpani	Gamelan Gong	Room Kick 1	Wadaiko *	Half OpenHH2	String Slap	Reverse Cymbal 1	rev.jgl_sd1	Tom
	51	Ride Cym IN	Timpani	Udo Short [EXC1]	Room Kick 2	Wadaiko Rim *	Open Hi Hat	Fl.KeyClick	Reverse Cymbal 2	Rev House SD	Ride Cymbal
	52	ChinaCymbal	Timpani	Udo Long [EXC1]	Power Kick1	Taiko	Jazz Open HH	Laughing	Reverse Open Hi-Hat	Rev. LVCHH 1	---
	53	Brush RideBL	Timpani	Udo Slap	Power Kick2	Shimedaiko	R8 Ohh2	Screaming	Reverse Ride Cymbal	rev.606htcl	---
	54	Tambourine	Tambourine	Bendir	Elec Kick 2	Atarigane	Open HiHat2	Punch	Reverse CR-78 Open	rev.707chh	Tambourine
	55	Splash Cym.	Splash Cym.	Req Dum	Elec Kick 1	Hyoushigi	909 OH	Heart Beat	Reverse Closed Hi-Hat	rev.808chh	---
	56	Cowbell	Cowbell	Req Tik	Elec. Kick	Ohkawa	TR-707 OHH	Footsteps	Reverse Gong	rev.jgl_hh	Cowbell
	57	Crash Cym.2	Con.Cymbal2	Tabla Te	TR-808 Kick	High Kotsuzumi	606 HiHat Op	Footsteps	Reverse Bell Tree	rev.344tmb2	---
	58	Vibraslap	Vibraslap	Tabla Na	TR-909 Kick	Low Kotsuzumi	808__ohh	Applause	Reverse Guiro	rev.344tmb3	---
	59	RideCym Edge	Concert Cym.	Tabla Tun	Dance Kick 2	Yyoo Dude	TR-808 OHH	---	Reverse Bendir	rev.808ohh	---
C4	60	Bongo High	Bongo High	Tabla Ge	Std.1 Snare1	Buk	CR-78 ohh	Door	Reverse Gun Shot	rev.707ohh	High Bongo
	61	Power Snare1	Bongo Lo	Tabla Ge Hi	Std.1 Snare2	Buk Rim	Crash Cym.1	Scratch	Reverse Scratch	rev.hvohh	Low Bongo
	62	Rev.Snare	Mute H.Conga	Talking Drum *	Std.2 Snare1	Gengari p	Crash Cym.2	Wind Chimes	Reverse Laser Gun	rev.606cym	Mute Conga
	63	Conga Hi Opn	Conga Hi Opn	Bend Talking Drum *	Std.2 Snare2	Gengari Mute Low	GS Crash	Car-Engine	Key Click	Rev. HynLuo	Conga
	64	Conga Lo Opn	Conga Lo Opn	Caxixi	Tight Snare	Gengari f	Brush Crash	Car-Stop	Tekno Thip	rev.707fx	Conga
	65	High Timbale	High Timbale	Djembe	Concert Snr	Gengari Mute High	Hard Crash	Car-Pass	Pop Drop	Voice One	Timbales
	66	Low Timbale	Low Timbale	Djembe Rim	Jazz Snare 1	Gengari Saml	909 Crash	Car-Crash	Woody Slap	rev.one	Timbales
	67	Agogo	Agogo	Timbales Low	Jazz Snare 2	Jang-Gu Che	808 Crash	Siren	Distortion Kick *	Voice Two	Agogo
	68	Agogo	Agogo	Timbales Paila	Room Snare 1	Jang-Gu Kun	Crash Mute 1	Train	Syn. Drops	rev.two	Agogo
	69	Cabasa	Cabasa	Timbales High	Room Snare 2	Jang-Gu Rim	Crash Mute 2	Jetplane	Reverse Hi Q	Voice Three	Cabasa
	70	Maracas	Maracas	Cowbell	Dance Snare1	Jing p	ReverseCymbl	Helicopter	Pipe	rev.three	Maracas
	71	ShrtWhistle	ShrtWhistle	High Bongo	Power Snare1	Jing f *	Rev.Cymbal2	Starship	Ice Block	Voice Tah	ShrtWhistle
C5	72	LongWhistle	LongWhistle	Low Bongo	Rev.Snare	Jing Mute	Reverse Cym.	Gun Shot	Digital Tambourine *	rev.tah	LongWhistle
	73	Short Guiro	Short Guiro	Mute High Conga	Power Snare2	Asian Gong 1	rev.tra_crsm	Machine Gun	Alias	Voice 1	Vibraslap
	74	Long Guiro	Long Guiro	Open High Conga	Elec Snare 1	Big Gong	Crash Cym.1	Lasergun	Modulated Bell	Voice Au	---
	75	Claves	Claves	Mute Low Conga	Dance Snare2	Small Gong	Splash Cym.	Explosion	Spark	Voice Whey	Claves
	76	Woodblock	Woodblock	Conga Slap	Elec Snare 2	Pai Ban	Ride Bell	Dog	Metallic Percussion	Frog Vpoce	Laughing
	77	Woodblock	Woodblock	Open Low Conga	House Snare	Ban Gu	Brush RideBL	HorseGallop	Velocity Noise FX	rev.yyooh	Screaming
	78	Mute Cuica	Mute Cuica	Conga Slide *	Elec. Snare	Tang Gu	Ride Cymbal	Bird	Stereo Noise Clap *	Douby	Punch
	79	Open Cuica	Open Cuica	Mute Pandiero	Elec Snare 3	Tang Gu Mute	Ride Cymbal	Rain	Swish	rev.douby	Heart Beat
	80	MuteTriangl	MuteTriangl	Open Pandiero	808 Snare 1	Shou Luo *	Brush Ride	Thunder	Slappy *	Baert	Footsteps
	81	OpenTriangl	OpenTriangl	Open Surdo [EXC2]	808 Snare 2	Bend Gong	Ride Cym IN	Wind	Voice Ou	Baert	Footsteps
	82	Shaker	Shaker	Mute Surdo [EXC2]	909 Snare 1	HuYin Luo Low *	Ride Cym IN	Seashore	Voice Au	Bounce	Applause
	83	Jingle Bell	Jingle Bell	Tamborim	909 Snare 2	HuYin Luo Mid	Ride Cym IN	Stream	Hoo	rev.bounce	Creaking
C6	84	Bell Tree	Bell Tree	High Agogo	Brush Swirl	HuYin LuoMid Mut	RideCym Edge	Bubble	Tape Stop 1 *	Dist Knock	Door
	85	Castanets	Castanets	Low Agogo	Brush Tap	HuYin LuoHigh	RideCym Edge	Kitty	Tape Stop 2 *	ytwn3.xtp	Scratch
	86	Mute Surdo	Mute Surdo	Shaker	Brush Slap1	HuYin LuoHighMute	RideCym Edge	Bird 2	Missile *	xxx	Wind Chimes
	87	Open Surdo	Open Surdo	High Whistle [EXC3]	Brush Slap2	Nao Bo	606 Ride Cym	Growl	Space Birds	Noise Attack	Car-Engine
	88	Applause	Applause	Long Whistle [EXC3]	Brush Slap	Xiao Bo	TR808 Ride	Applause 2	Flying Monster	SpaceWorms	Car-Stop
	89	---	---	Mute Cuica [EXC4]	Brush Swirl	---	ChinaCymbal	Telephone 1	---	Emergency!	Car-Pass
	90	---	---	Open Cuica [EXC4]	Brush Swirl	---	Chaina Cym2	Telephone 2	---	Calculating	Car-Crash
	91	---	---	Mute Triangle [EXC5]	Long Swirl	---	Hand Clap	Small Club	---	SawLFOSaw	Siren
	92	---	---	Open Triangle [EXC5]	Standard SN1	---	Hand clap2	Small Club 2	---	---	Train
	93	---	---	Short Guiro [EXC6]	LD Snare M	---	808clap	ApplauseWave	---	---	Jetplane
	94	---	---	Long Guiro [EXC6]	LD Snare C	---	909 HandClap	Eruption	---	---	Helicopter
	95	---	---	Cabasa Up	Rap Snare	---	HC2 Claps 2	Big Shot	---	---	Starship
C7	96	---	---	Cabasa Down	HipHop SD2	---	707 Claps	Perc. Bang	---	---	Gun Shot

		PC: 41 [CC32: 3] BRUSH	PC: 49 [CC32: 3] ORCHSTRA	PC: 50 [CC32: 3] ETHNIC	PC: 51 [CC32: 3] KICK&SNR	PC: 53 [CC32: 3] ASIA	PC: 54 [CC32: 3] CYM&CLAP	PC: 57 [CC32: 3] SFX	PC: 58 [CC32: 3] RHYTHM FX	PC: 59 [CC32: 3] RHTHMFX2	PC: 128 [CC32: 3] CM-64/32L
(C7)	(96)	(---)	(---)	(Cabasa Down)	(HipHop SD2)	(---)	(707 Claps)	(Perc. Bang)	(---)	(---)	(Gun Shot)
	97	---	Applause 2	Claves	JungleSD1	---	---	---	---	---	Lasergun
	98	---	Small Club	High Wood Block	Jungle SD2	---	---	---	---	---	Explosion
	99	---	Timpani	Low Wood Block	Slap	---	---	---	---	---	Dog
	100	Brush Swirl	Timpani	---	MG_Blip	---	---	---	---	---	HorseGallop
	101	Brush Tap	Timpani	---	House SD	---	---	---	---	---	Bird
	102	Brush Slap1	Timpani	---	CR78 SD 1	---	---	---	---	---	Rain
	103	Brush Slap2	Timpani	---	CR78 SD 2	---	---	---	---	---	Thunder
	104	Brush Slap	Timpani	---	66sn160	---	---	---	---	---	Wind
	105	Brush Swirl	Timpani	---	66sn260	---	---	---	---	---	Seashore
	106	Brush Swirl	Timpani	---	TR-707 SD	---	---	---	---	---	Stream
	107	Long Swirl	Timpani	---	TR-707 SD 2	---	---	---	---	---	Bubble
C8	108	Jazz Snare 1	Timpani	---	TR-707 SD 3	---	---	---	---	---	---
	109	Jazz Snare 2	Timpani	---	TR-808 SD2	---	---	---	---	---	---
	110	Std.1 Snare1	Timpani	---	909 SD 1	---	---	---	---	---	---
	111	Std.1 Snare2	Timpani	---	TR-909 SD2	---	---	---	---	---	---
	112	Std.2 Snare1	Timpani	---	---	---	---	---	---	---	---
	113	Std.2 Snare2	Timpani	---	---	---	---	---	---	---	---
	114	Tight Snare	---	---	---	---	---	---	---	---	---
	115	Standard SN1	---	---	---	---	---	---	---	---	---
	116	LD Snare M	---	---	---	---	---	---	---	---	---
	117	LD Snare C	---	---	---	---	---	---	---	---	---
	118	Room Snare 1	---	---	---	---	---	---	---	---	---
	119	Room Snare 2	---	---	---	---	---	---	---	---	---
C9	120	Dance Snare1	---	---	---	---	---	---	---	---	---
	121	Power Snare1	---	---	---	---	---	---	---	---	---
	122	Rev.Snare	---	---	---	---	---	---	---	---	---
	123	Power Snare2	---	---	---	---	---	---	---	---	---
	124	Elec Snare 1	---	---	---	---	---	---	---	---	---
	125	Dance Snare2	---	---	---	---	---	---	---	---	---
	126	Elec Snare 2	---	---	---	---	---	---	---	---	---
G9	127	Elec Snare 3	---	---	---	---	---	---	---	---	

		PC: 1 [CC32: 2] STANDRD1	PC: 2 [CC32: 2] STANDRD2	PC: 9 [CC32: 2] Room	PC: 17 [CC32: 2] Power	PC: 25 [CC32: 2] ELECTRNC	PC: 26 [CC32: 2] TR808909	PC: 27 [CC32: 2] Dance	PC: 33 [CC32: 2] Jazz	PC: 41 [CC32: 2] Brush	PC: 49 [CC32: 2] ORCHSTRA
C–1	0	---	---	---	---	---	---	---	---	---	---
	1	---	---	---	---	---	---	---	---	---	---
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C0	12	---	---	---	---	---	---	---	---	---	---
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	23	---	---	---	---	---	---	---	---	---	---
C1	24	---	---	---	---	---	---	---	---	---	---
	25	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll
	26	FingerSnaps2	Finger Snap	Finger Snap	FingerSnaps2	Finger Snap	FingerSnaps2	Finger Snap	Finger Snap	Finger Snap	Finger Snap
	27	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	Jazz Clsd.HH
	28	Slap	Slap	Slap	Slap	Slap	Slap	Slap	Slap	Slap	Pedal HiHat
	29	ScratchPush	ScratchPush	ScratchPush	ScratchPush	Scrtch Push2	Scrtch Push2	Scrtch Push2	ScratchPush	ScratchPush	Jazz Open HH
	30	ScratchPull	ScratchPull	ScratchPull	ScratchPull	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	ScratchPull	ScratchPull	Ride Cymbal
	31	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks
	32	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick
	33	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click
	34	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell
	35	85St BsDrum1	Std2 Kick2	85Rm BsDrum1	Power Kick2	Elec Kick 2	808 BD	TR-909 BD2	82Jz BsDrum1	Jazz Kick 2	Jazz Kick 1
C2	36	85St BsDrum2	Std.2 Kick1	85Rm BsDrum2	Power Kick1	Elec Kick 1	TR-808 Kick	Techno BD2	82Jz BsDrum2	Jazz Kick 1	Concert BD
	37	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	808 Rimshot	Side Stick	Side Stick	Side Stick	Side Stick
	38	85St Snare2	Std.2 Snare1	82Rm Snare2	Dance Snare1	Elec. Snare	808 Snare 1	Dance Snare1	82Jz Snare1	Brush Swirl	Concert Snr
	39	909 HandClap	808clap	808clap	808clap	808clap	808clap	909 HandClap	Hand clap2	Brush Slap1	Castanets
	40	85St Snare1	Std.2 Snare2	82Rm Snare1	Power Snare1	Elec Snare 2	TR-808 SD2	Power Snare1	82Jz Snare2	Brush Swirl	Concert Snr
	41	Real Tom 6	Real Tom 6	Room Tom 5	Rock Tom 4	Synth Drum 2	808 Tom 2	Synth Drum 2	Real Tom 6	Lite Tom 4	Timpani
	42	Close HiHat2	Jazz Clsd.HH	Room Chh	Close HiHat2	Jazz Clsd.HH	TR-808 CHH	CR-78 chh	Jazz Clsd.HH	Brs Chh	Timpani
	43	Real Tom 6	Real Tom 6	Room Tom 5	Rock Tom 4	Synth Drum 2	808 Tom 2	Synth Drum 2	Real Tom 6	Lite Tom 4	Timpani
	44	Pedal HiHat2	Pedal HiHat	Pedal HiHat	Pedal HiHat2	Pedal HiHat	808__chh	808__chh	Pedal HiHat	Pedal HiHat	Timpani
	45	Real Tom 4	Real Tom 4	Room Tom 2	Rock Tom 4	Synth Drum 2	808 Tom 2	Synth Drum 2	Real Tom 4	Lite Tom 4	Timpani
	46	Open HiHat2	Jazz Open HH	R8 Ohh2	Open HiHat2	Jazz Open HH	TR-808 OHH	CR-78 ohh	Jazz Open HH	Brush Ohh	Timpani
	47	Real Tom 4	Real Tom 4	Room Tom 2	Rock Tom 4	Synth Drum 2	808 Tom 2	Synth Drum 2	Real Tom 4	Lite Tom 4	Timpani
C3	48	Real Tom 1	Real Tom 1	Room Tom 2	Rock Tom 1	Synth Drum 2	808 Tom 2	Synth Drum 2	Real Tom 1	Lite Tom 4	Timpani
	49	Crash Cym.1	Crash Cym.1	Crash Cym.1	Crash Cym.1	Crash Cym.1	808 Crash	808 Crash	Crash Cym.1	Brush Crash	Timpani
	50	Real Tom 1	Real Tom 1	Room Tom 2	Rock Tom 1	Synth Drum 2	808 Tom 2	Synth Drum 2	Real Tom 1	Lite Tom 4	Timpani
	51	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	606 Ride Cym	606 Ride Cym	Ride Cym IN	Ride Cym IN	Timpani
	52	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal	ReverseCymbl	ChinaCymbal	ReverseCymbl	ChinaCymbal	ChinaCymbal	Timpani
	53	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Brush RideBL	Timpani
	54	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	CR78 Tmb	Shake Tamb	Tambourine	Tambourine	Tambourine
	55	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.
	56	Cowbell	Cowbell	Cowbell	Cowbell	Cowbell	808cowbe	Cowbell	Cowbell	Cowbell	Cowbell
	57	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	909 Crash	Crash Cym.2	Crash Cym.2	Crash Cym.2	Con.Cymbal2
	58	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap
	59	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	RideCym Edge	Ride Cymbal	RideCym Edge	RideCym Edge	Concert Cym.
C4	60	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High
	61	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo
	62	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	808 Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga
	63	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	808 Conga	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn
	64	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	808 Conga	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn
	65	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
	66	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
	67	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
	68	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
	69	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
	70	Maracas	Maracas	Maracas	Maracas	Maracas	808marac	Maracas	Maracas	Maracas	Maracas
	71	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle
C5	72	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle
	73	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
	74	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	CR78 Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro
	75	Claves	Claves	Claves	Claves	Claves	808clave	Claves	Claves	Claves	Claves
	76	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	77	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	78	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Hoo	Hoo	Mute Cuica	Mute Cuica	Mute Cuica
	79	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Hoo	Hoo	Open Cuica	Open Cuica	Open Cuica
	80	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl
	81	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl
	82	Shaker	Shaker	Shaker	Shaker	Shaker	626 Shaker	626 Shaker	Shaker	Shaker	Shaker
	83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6	84	Bell Tree	Bar Chimes	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
	85	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
	86	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
	87	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	---	Open Surdo
	88	---	---	---	---	---	---	---	---	---	Applause
	89	---	---	---	---	---	---	---	---	---	---
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C7	96	---	---	---	---	---	---	---	---	---	---

		PC: 50 [CC32: 2] Ethnic	PC: 51 [CC32: 2] KICK&SNR	PC: 52 [CC32: 2] Oriental	PC: 57 [CC32: 2] SFX	PC: 58 [CC32: 2] Rhythm FX	PC: 128 [CC32: 2] CM64/32L	PC: 1 [CC32: 1] Standard	PC: 9 [CC32: 1] Room	PC: 17 [CC32: 1] Power	PC: 25 [CC32: 1] ELECTRNC
C–1	0	---	---	---	---	---	---	---	---	---	---
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C0	12	---	---	---	---	---	---	---	---	---	---
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	23	---	---	---	---	---	---	---	---	---	---
C1	24	---	---	---	---	---	---	---	---	---	---
	25	Finger Snap	---	---	---	---	---	---	---	---	---
	26	Tambourine	---	---	---	---	---	---	---	---	---
	27	Castanets	---	---	---	---	---	High-Q	High-Q	High-Q	High-Q
	28	Crash Cym.1	---	---	---	---	---	Slap	Slap	Slap	Slap
	29	Snare Roll	---	---	---	---	---	ScratchPush	ScratchPush	ScratchPush	Scrtch Push2
	30	Concert Snr	---	---	---	---	---	ScratchPull	ScratchPull	ScratchPull	Scrtch Pull2
	31	Concert Cym	---	---	Scrtch Push2	---	---	Sticks	Sticks	Sticks	Sticks
	32	Concert BD	---	---	Scrtch Pull2	---	---	SquareClick	SquareClick	SquareClick	SquareClick
	33	Jingle Bell	---	---	Gt.CutNoise2	---	---	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click
	34	Bell Tree	---	---	Gt.CutNoise2	---	---	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell
	35	Bar Chimes	---	TR-707 BD	Dist.CutNoiz	---	Kick 1	85St BsDrum1	85Rm BsDrum1	Power Kick2	Elec Kick 2
C2	36	Wadaiko	---	TR-707 BD	Dist.CutNoiz	Rev.Kick 1	Kick 1	85St BsDrum2	85Rm BsDrum2	Power Kick1	Elec Kick 1
	37	Wadaiko Rim	---	TR-707 Rim	Bass Slide	Rev.ConBD	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick
	38	Shimedaiko	---	TR-707 SD	Pick Scrape	Rev.PowerK1	Fat Snare	85St Snare2	82Rm Snare2	Dance Snare1	Elec. Snare
	39	Atarigane	---	Hand Clap 22	High-Q	Rev.Elec.K1	Hand Clap	909 HandClap	808clap	808clap	808clap
	40	Hyoushigi	Std.1 Kick1	TR-707 SD	Slap	Rev.Snare 1	Elec. Snare	85St Snare1	82Rm Snare1	Power Snare1	Elec Snare 2
	41	Ohkawa	Std.1 Kick2	Tom	ScratchPush	Rev.Snare 2	Tom	Real Tom 6	Room Tom 5	Rock Tom 4	Synth Drum 2
	42	H kotsuzumi	Std.2 Kick1	TR-707 HH-c	ScratchPull	Rev.Std1SD1	Close HiHat	Close HiHat2	Room Chh	Close HiHat2	Jazz Clsd.HH
	43	L Kotsuzumi	Std2 Kick2	Tom	Sticks	Rev.TightSD	Tom	Real Tom 6	Room Tom 5	Rock Tom 4	Synth Drum 2
	44	Ban_Gu	Kick 1	TR-707 HH-c	SquareClick	Rev.DanceSD	Open HiHat2	Pedal HiHat2	Pedal HiHat	Pedal HiHat2	Pedal HiHat
	45	Big Gong	Kick 2	Tom	Mtrnm.Click	Rev.808SD	Tom	Real Tom 4	Room Tom 2	Rock Tom 4	Synth Drum 2
	46	Small Gong	Soft Kick	TR-707 HH-o	Mtrnm. Bell	Rev.Tom 1	Open Hi Hat	Open HiHat2	R8 Ohh2	Open HiHat2	Jazz Open HH
	47	Bend Gong	Jazz Kick 1	Tom	Gt.FretNoiz	Rev.Tom 2	Tom	Real Tom 4	Room Tom 2	Rock Tom 4	Synth Drum 2
C3	48	RAMA Cymbal	Jazz Kick 2	Tom	Gt.CutNoise	Rev.Sticks	Tom	Real Tom 1	Room Tom 2	Rock Tom 1	Synth Drum 2
	49	RAMA Cymbal	Concert BD	TR-707 Crash	Gt.CutNoise	Rev.Slap	GS Crash	Crash Cym.1	Crash Cym.1	Crash Cym.1	Crash Cym.1
	50	Gamelan Gong	Room Kick 1	Tom	String Slap	ReverseCymbl	Tom	Real Tom 1	Room Tom 2	Rock Tom 1	Synth Drum 2
	51	Udo_Short	Room Kick 2	Ride Cymbal	Fl.KeyClick	Rev.Cymbal2	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
	52	Udo_Long	Power Kick1	Dholla2 Dom2	Laughing	Rev.Open HH	---	ChinaCymbal	ChinaCymbal	ChinaCymbal	ReverseCymbl
	53	Udo_slap	Power Kick2	Dholla 2 Sak	Screaming	Rev.RideCym.	---	Ride Bell	Ride Bell	Ride Bell	Ride Bell
	54	Bendir	Elec Kick 2	Tambourine	Punch	Rev.CR-78OHH	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine
	55	Req_Dum	Elec Kick 1	Dholla2 Rim1	Heart Beat	Rev.Clsd.HH	---	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.
	56	Req_tik	Elec. Kick	Cowbell	Footsteps	Rev.BendGong	Cowbell	Cowbell	Cowbell	Cowbell	Cowbell
	57	Tabla_Te	TR-808 Kick	Dholla2 RimC	Footsteps	Rev.Belltree	---	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2
	58	Tabla_Na	TR-909 Kick	Cabasa	Applause	Rev.Guiro	---	Vibraslap	Vibraslap	Vibraslap	Vibraslap
	59	Tabla_Tun	Dance Kick 2	Doff 2 Dom 2	Creaking	Rev.Bendir	---	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
C4	60	Tabla_Ge	Std.1 Snare1	Doff2 Sak 1B	Door	Rev.GunShot	High Bongo	Bongo High	Bongo High	Bongo High	Bongo High
	61	Tabla Ge Hi	Std.1 Snare2	Low Bongo	Scratch	Rev.Scratch	Low Bongo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo
	62	Talking Drum	Std.2 Snare1	Doff 2 Sak 2	Wind Chimes	Rev.Lasergun	Mute Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga
	63	Bend tlk_drm	Std.2 Snare2	High Bongo	Car-Engine	Click	Conga	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn
	64	Caxixi	Tight Snare	Doff 2 Rim 3	Car-Stop	Tekno Thip	Conga	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn
	65	DJembe	Concert Snr	Tabla1 Dom 2	Car-Pass	Pop Drop	Timbales	High Timbale	High Timbale	High Timbale	High Timbale
	66	Djembe_rim	Jazz Snare 1	Tabla Roll	Car-Crash	Wood Slap	Timbales	Low Timbale	Low Timbale	Low Timbale	Low Timbale
	67	Low Timbale	Jazz Snare 2	Tabla 2 Sak	Siren	Dist.Kick	Agogo	Agogo	Agogo	Agogo	Agogo
	68	Timbl Paila	Room Snare 1	Tabla Fx	Train	Syn.Drops	Agogo	Agogo	Agogo	Agogo	Agogo
	69	High Timbale	Room Snare 2	Tabla2 Tak1D	Jetplane	Rev.Hi-Q	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
	70	Cowbell	Dance Snare1	Tabla 2 Tik	Helicopter	ShrtWhistle	Maracas	Maracas	Maracas	Maracas	Maracas
	71	Bongo High	Power Snare1	Tabla2 Rim 2	Starship	Ice Block	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle
C5	72	Bongo Lo	Rev.Snare	Rek 2 Dom 1B	Gun Shot	Digi Tambrn.	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle
	73	Mute H.Conga	Power Snare2	Rek 2 Rim 2	Machine Gun	Alias	Vibraslap	Short Guiro	Short Guiro	Short Guiro	Short Guiro
	74	Conga Hi Opn	Elec Snare 1	Rek Dom 1	Lasergun	Mod.Bell	---	Long Guiro	Long Guiro	Long Guiro	Long Guiro
	75	Conga MtLow	Dance Snare2	Rek 2 Tak 1	Explosion	Tambourine	Claves	Claves	Claves	Claves	Claves
	76	Conga Slap	Elec Snare 2	Rek 2 Tak 2C	Dog	Metalic Perc	Laughing	Woodblock	Woodblock	Woodblock	Woodblock
	77	Conga Lo Opn	House Snare	Rek 2 Sak 1	HorseGallop	Velo FX Noiz	Screaming	Woodblock	Woodblock	Woodblock	Woodblock
	78	Conga Slide	Elec. Snare	Hager 2	Bird	St.NoiseClap	Punch	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica
	79	Mut Pandiero	Elec Snare 3	Rek2Khan Cl2	Rain	Swish	Heart Beat	Open Cuica	Open Cuica	Open Cuica	Open Cuica
	80	Opn Pandiero	808 Snare 1	Zir 2	Thunder	Noise Slap	Footsteps	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl
	81	Open Surdo	808 Snare 2	Rek2Khan Op2	Wind	Voice 1	Footsteps	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl
	82	Mute Surdo	909 Snare 1	Rek 2 Roll	Seashore	Voice Au	Applause	Shaker	Shaker	Shaker	Shaker
	83	Tamborim	909 Snare 2	Rek 2 Sak 1	Stream	Hoo	Creaking	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6	84	Agogo	Brush Swirl	Sagat Mid	Bubble	Tape Stop 1	Door	Bell Tree	Bell Tree	Bell Tree	Bell Tree
	85	Agogo	Brush Tap	Sagat Hi	Kitty	Tape Stop 2	Scratch	Castanets	Castanets	Castanets	Castanets
	86	Shaker	Brush Slap1	Sagat Sak	Bird 2	Missile	Wind Chimes	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
	87	Low Whistle	Brush Slap2	Jingle Bell	Growl	Space Birds	Car-Engine	Open Surdo	Open Surdo	Open Surdo	Open Surdo
	88	Low Whistle	Brush Slap	ZaghroutaSm3	Applause 2	FlyingMonstr	Car-Stop	---	---	---	---
	89	Mute Cuica	Brush Swirl	ZaghroutaEd3	Telephone 1	---	Car-Pass	---	---	---	---
	90	Open Cuica	Brush Swirl	TablaNurDom3	Telephone 2	---	Car-Crash	---	---	---	---
	91	MuteTriangl	Long Swirl	Nakrazhan 1	---	---	Siren	---	---	---	---
	92	OpenTriangl	---	TablaNurRim2	---	---	Train	---	---	---	---
	93	Short Guiro	---	Nakrazhan 2	---	---	Jetplane	---	---	---	---
	94	Long Guiro	---	TablaNurTak3	---	---	Helicopter	---	---	---	---
	95	Cabasa Up	---	TR-707 BD	---	---	Starship	---	---	---	---
C7	96	Cabasa Down	---	Hand Clap 1	---	---	Gun Shot	---	---	---	---

Drum Sets

		PC: 50 [CC32: 2] Ethnic	PC: 51 [CC32: 2] KICK&SNR	PC: 52 [CC32: 2] Oriental	PC: 57 [CC32: 2] SFX	PC: 58 [CC32: 2] Rhythm FX	PC: 128 [CC32: 2] CM64/32L	PC: 1 [CC32: 1] Standard	PC: 9 [CC32: 1] Room	PC: 17 [CC32: 1] Power	PC: 25 [CC32: 1] ELECTRNC
(C7)	(96)	(Cabasa Down)	(---)	(---)	(---)	(---)	(Gun Shot)	(---)	(---)	(---)	(---)
	97	Claves	---	---	---	---	Machine Gun	---	---	---	---
	98	Woodblock	---	---	---	---	Lasergun	---	---	---	---
	99	Woodblock	---	---	---	---	Explosion	---	---	---	---
	100	---	---	---	---	---	Dog	---	---	---	---
	101	---	---	---	---	---	HorseGallop	---	---	---	---
	102	---	---	---	---	---	Bird	---	---	---	---
	103	---	---	---	---	---	Rain	---	---	---	---
	104	---	---	---	---	---	Thunder	---	---	---	---
	105	---	---	---	---	---	Wind	---	---	---	---
	106	---	---	---	---	---	Seashore	---	---	---	---
	107	---	---	---	---	---	Stream	---	---	---	---
C8	108	---	---	---	---	---	Bubble	---	---	---	---
	109	---	---	---	---	---	---	---	---	---	---
	110	---	---	---	---	---	---	---	---	---	---
	111	---	---	---	---	---	---	---	---	---	---
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	119	---	---	---	---	---	---	---	---	---	---
C9	120	---	---	---	---	---	---	---	---	---	---
	121	---	---	---	---	---	---	---	---	---	---
	122	---	---	---	---	---	---	---	---	---	---
	123	---	---	---	---	---	---	---	---	---	---
	124	---	---	---	---	---	---	---	---	---	---
	125	---	---	---	---	---	---	---	---	---	---
	126	---	---	---	---	---	---	---	---	---	---
G9	127	---	---	---	---	---	---	---	---	---	---

		PC: 26 [CC32: 1] TR-808	PC: 33 [CC32: 1] Jazz	PC: 41 [CC32: 1] Brush	PC: 49 [CC32: 1] ORCHSTRA	PC: 57 [CC32: 1] SFX	PC: 128 [CC32: 1] CM64/32L
(C7)	(96)	(---)	(---)	(---)	(---)	(---)	(Gun Shot)
	97	---	---	---	---	---	Machine Gun
	98	---	---	---	---	---	Lasergun
	99	---	---	---	---	---	Explosion
	100	---	---	---	---	---	Dog
	101	---	---	---	---	---	HorseGallop
	102	---	---	---	---	---	Bird
	103	---	---	---	---	---	Rain
	104	---	---	---	---	---	Thunder
	105	---	---	---	---	---	Wind
	106	---	---	---	---	---	Seashore
	107	---	---	---	---	---	Stream
C8	108	---	---	---	---	---	Bubble
	109	---	---	---	---	---	---
	110	---	---	---	---	---	---
	111	---	---	---	---	---	---
	112	---	---	---	---	---	---
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	118	---	---	---	---	---	---
	119	---	---	---	---	---	---
C9	120	---	---	---	---	---	---
	121	---	---	---	---	---	---
	122	---	---	---	---	---	---
	123	---	---	---	---	---	---
	124	---	---	---	---	---	---
	125	---	---	---	---	---	---
	126	---	---	---	---	---	---
G9	127	---	---	---	---	---	---

		PC: 26 [CC32: 1] TR-808	PC: 33 [CC32: 1] Jazz	PC: 41 [CC32: 1] Brush	PC: 49 [CC32: 1] ORCHSTRA	PC: 57 [CC32: 1] SFX	PC: 128 [CC32: 1] CM64/32L
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C0	12	---	---	---	---	---	---
	13	---	---	---	---	---	---
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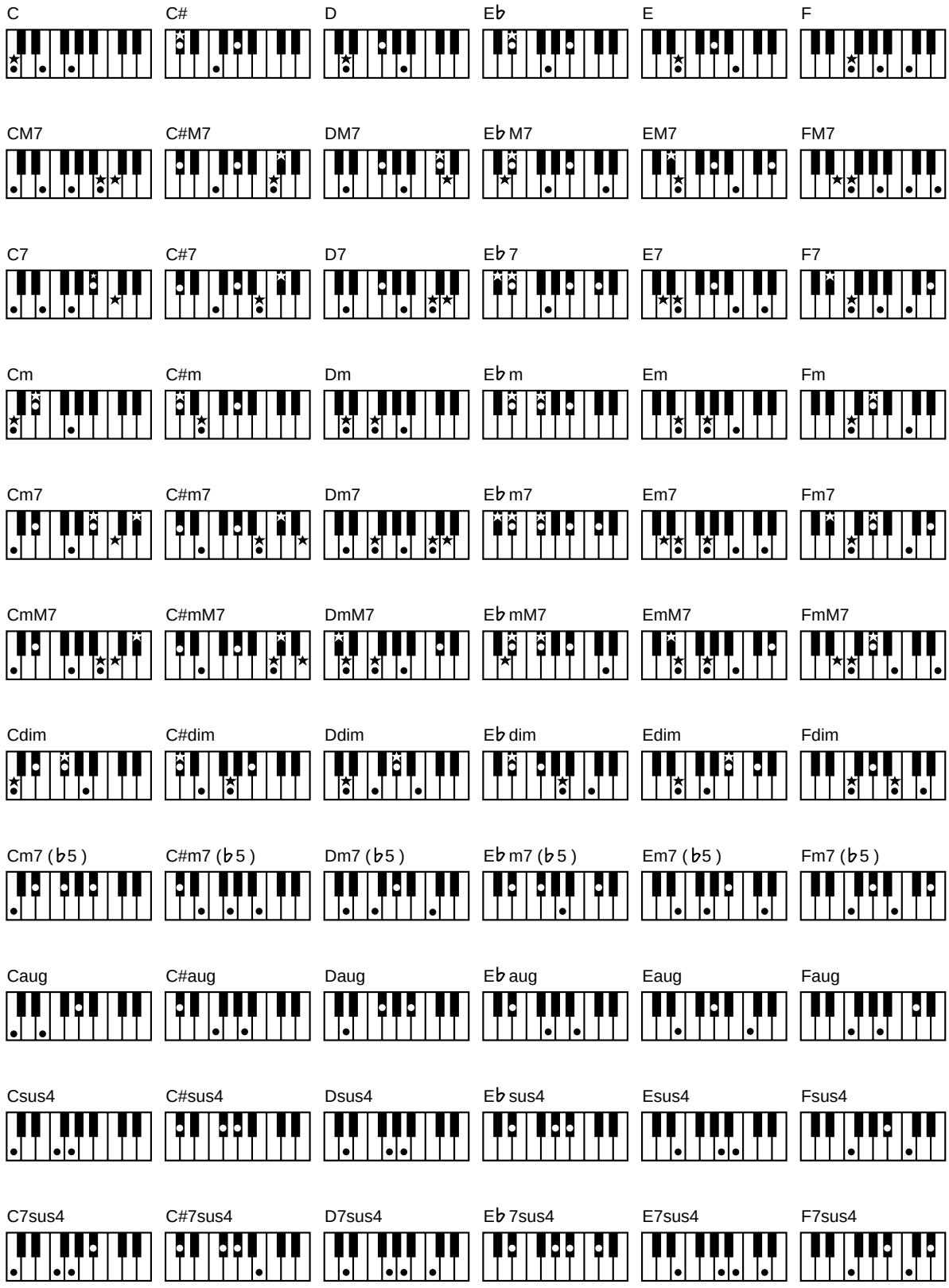
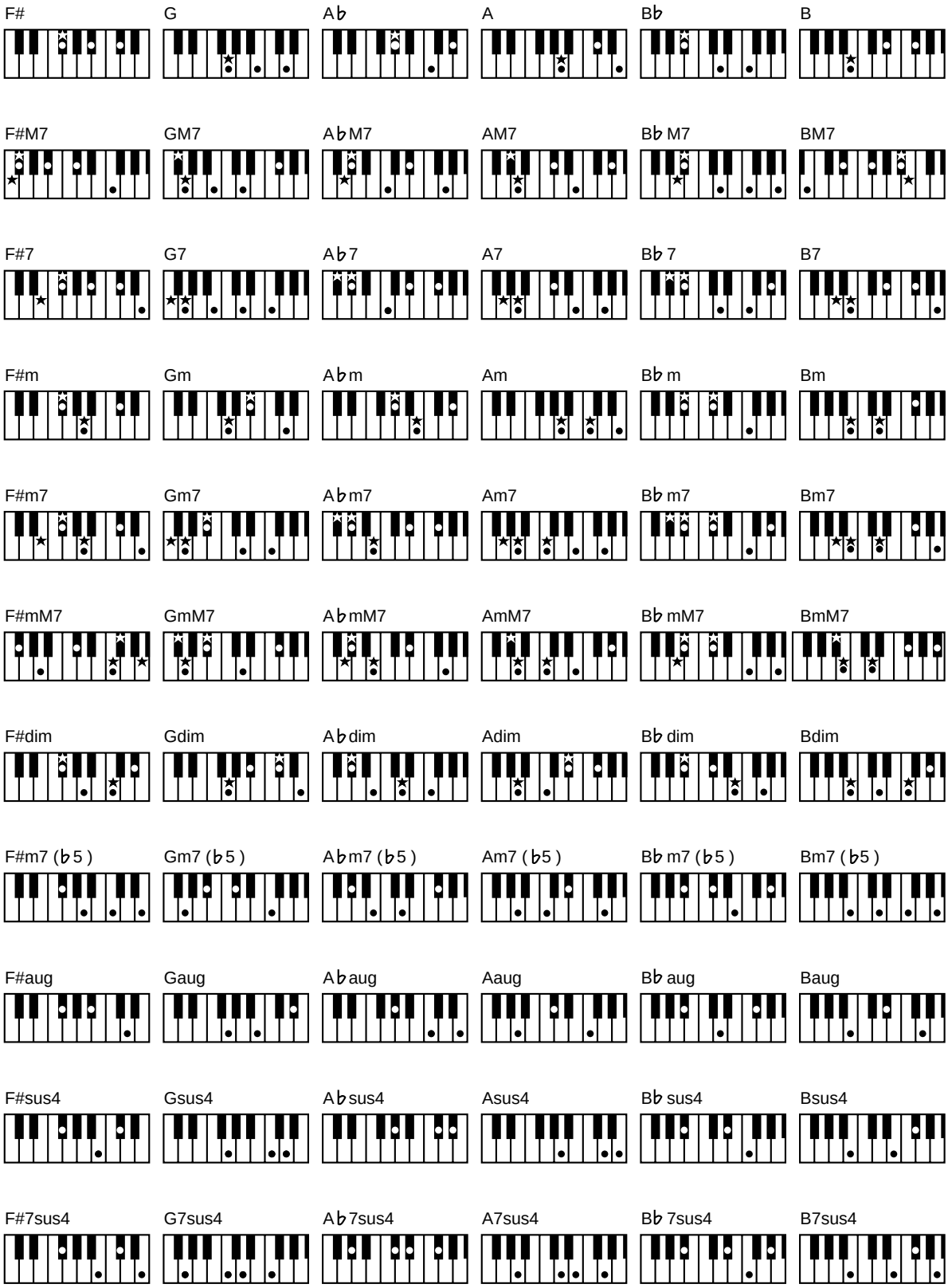
	22	---	---	---	---	---	---
	23	---	---	---	---	---	---
C1	24	---	---	---	---	---	---
	25	---	---	---	---	---	---
	26	---	---	---	---	---	---
	27	High-Q	High-Q	High-Q	Jazz Clsd.HH	---	---
	28	Slap	Slap	Slap	Pedal HiHat	---	---
	29	Scrtch Push2	ScratchPush	ScratchPush	Jazz Open HH	---	---
	30	Scrtch Pull2	ScratchPull	ScratchPull	Ride Cymbal	---	---
	31	Sticks	Sticks	Sticks	Sticks	---	---
	32	SquareClick	SquareClick	SquareClick	SquareClick	---	---
	33	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	---	---
	34	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	---	---
	35	808 BD	82Jz BsDrum1	Jazz Kick 2	Jazz Kick 1	---	Kick 1
C2	36	TR-808 Kick	82Jz BsDrum2	Jazz Kick 1	Concert BD	---	Kick 1
	37	808 Rimshot	Side Stick	Side Stick	Side Stick	---	Side Stick
	38	808 Snare 1	82Jz Snare1	Brush Swirl	Concert Snr	---	Fat Snare
	39	808clap	Hand clap2	Brush Slap1	Castanets	High-Q	Hand Clap
	40	TR-808 SD2	82Jz Snare2	Brush Swirl	Concert Snr	Slap	Elec. Snare
	41	808 Tom 2	Real Tom 6	Lite Tom 4	Timpani	ScratchPush	Tom
	42	TR-808 CHH	Jazz Clsd.HH	Brs Chh	Timpani	ScratchPull	Close HiHat
	43	808 Tom 2	Real Tom 6	Lite Tom 4	Timpani	Sticks	Tom
	44	808_chh	Pedal HiHat	Pedal HiHat	Timpani	SquareClick	Open HiHat2
	45	808 Tom 2	Real Tom 4	Lite Tom 4	Timpani	Mtrnm.Click	Tom
	46	TR-808 OHH	Jazz Open HH	Brush Ohh	Timpani	Mtrnm. Bell	Open Hi Hat
	47	808 Tom 2	Real Tom 4	Lite Tom 4	Timpani	Gt.FretNoiz	Tom
C3	48	808 Tom 2	Real Tom 1	Lite Tom 4	Timpani	Gt.CutNoise	Tom
	49	808 Crash	Crash Cym.1	Brush Crash	Timpani	Gt.CutNoise	GS Crash
	50	808 Tom 2	Real Tom 1	Lite Tom 4	Timpani	String Slap	Tom
	51	606 Ride Cym	Ride Cym IN	Ride Cym IN	Timpani	Fl.KeyClick	Ride Cymbal
	52	ChinaCymbal	ChinaCymbal	ChinaCymbal	Timpani	Laughing	---
	53	Ride Bell	Ride Bell	Brush RideBL	Timpani	Screaming	---
	54	Tambourine	Tambourine	Tambourine	Tambourine	Punch	Tambourine
	55	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Heart Beat	---
	56	808cowbe	Cowbell	Cowbell	Cowbell	Footsteps	Cowbell
	57	909 Crash	Crash Cym.2	Crash Cym.2	Con.Cymbal2	Footsteps	---
	58	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Applause	---
	59	RideCym Edge	RideCym Edge	RideCym Edge	Concert Cym.	Creaking	---
C4	60	High Bongo	Bongo High	Bongo High	Bongo High	Door	High Bongo
	61	Low Bongo	Bongo Lo	Bongo Lo	Bongo Lo	Scratch	Low Bongo
	62	808 Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Wind Chimes	Mute Conga
	63	808 Conga	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Car-Engine	Conga
	64	808 Conga	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Car-Stop	Conga
	65	High Timbale	High Timbale	High Timbale	High Timbale	Car-Pass	Timbales
	66	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Car-Crash	Timbales
	67	Agogo	Agogo	Agogo	Agogo	Siren	Agogo
	68	Agogo	Agogo	Agogo	Agogo	Train	Agogo
	69	Cabasa	Cabasa	Cabasa	Cabasa	Jetplane	Cabasa
	70	808marac	Maracas	Maracas	Maracas	Helicopter	Maracas
	71	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	Starship	ShrtWhistle
C5	72	LongWhistle	LongWhistle	LongWhistle	LongWhistle	Gun Shot	LongWhistle
	73	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Machine Gun	Vibraslap
	74	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Lasergun	---
	75	808clave	Claves	Claves	Claves	Explosion	Claves
	76	Woodblock	Woodblock	Woodblock	Woodblock	Dog	Laughing
	77	Woodblock	Woodblock	Woodblock	Woodblock	HorseGallop	Screaming
	78	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Bird	Punch
	79	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Rain	Heart Beat
	80	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	Thunder	Footsteps
	81	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	Wind	Footsteps
	82	626 Shaker	Shaker	Shaker	Shaker	Seashore	Applause
	83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Stream	Creaking
C6	84	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bubble	Door
	85	Castanets	Castanets	Castanets	Castanets	---	Scratch
	86	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	---	Wind Chimes
	87	Open Surdo	Open Surdo	Open Surdo	Open Surdo	---	Car-Engine
	88	---	---	---	Applause	---	Car-Stop
	89	---	---	---	---	---	Car-Pass
	90	---	---	---	---	---	Car-Crash
	91	---	---	---	---	---	Siren
	92	---	---	---	---	---	Train
	93	---	---	---	---	---	Jetplane
	94	---	---	---	---	---	Helicopter
	95	---	---	---	---	---	Starship
C7	96	---	---	---	---	---	Gun Shot

25. Chord Intelligence

قائمة ذكاء التآلف




F#
G
A♭
A
B♭
B
F#M7
GM7
A♭M7
AM7
B♭M7
BM7
F#7
G7
A♭7
A7
B♭7
B7
F#m
Gm
A♭m
Am
B♭m
Bm
F#m7
Gm7
A♭m7
Am7
B♭m7
Bm7
F#mM7
GmM7
A♭mM7
AmM7
B♭mM7
BmM7
F#dim
Gdim
A♭dim
Adim
B♭dim
Bdim
F#m7(♭5)
Gm7(♭5)
A♭m7(♭5)
Am7(♭5)
B♭m7(♭5)
Bm7(♭5)
F#aug
Gaug
A♭aug
Aaug
B♭aug
Baug
F#sus4
Gsus4
A♭sus4
Asus4
B♭sus4
Bsus4
F#7sus4
G7sus4
A♭7sus4
A7sus4
B♭7sus4
B7sus4

MIDI Implementation Chart

مواصفات و تطبيقات الميدي

[Interactive Keyboard]
Model: EM-55 OR

Date: July 2002
Version: 1.00

	Function...	Transmitted	Recognized	Remarks
Basic	Default	1~16	1~16	32 Parts
Channel	Changed	1~16, Off	1~16, Off	2 Logical Parts
Mode	Default	Mode 3	Mode 3	
	Message	Mode 3, 4 (M=1)	Mode 3, 4 (M=1)	*2
	Altered	*****		
Note		0~127	0~127	
Number	True Voice	*****	0~127	
Velocity	Note ON	O	O	
	Note OFF	X	X	
After	Key's	X	O	
Touch	Ch's	X	O	
Pitch Bend		O *1	O *1	
Control Change	0,32	O *1	O	Bank Select
	1	O *1	O	Modulation
	5	O	O	Portamento Time
	6, 38	O	O	Data Entry
	7	O	O	Volume
	10	O	O	Panpot
	11	O	O	Expression
	64	O	O	Hold 1
	65	X	O	Portamento
	66	X	O	Sostenuto
	67	X	O	Soft
	84	O	O	Portamento Control
	91	O	O (Reverb)	Effect 1 Depth
	93	O	O (Chorus)	Effect 3 Depth
	98, 99	O	O	NRPN LSB, MSB
	100, 101	O	O	RPN LSB, MSB
Program		O	O	Program Number 1~128
Change	True #	*****	0~127	
System Exclusive		)	O	
System	Song Position Pointer	X *1	X	
Common	Song Sel	X	X	
	Tune	X	X	
System	Clock	O *1	O	
Real Time	Commands	O *1	O	
Aux	All Sounds Off	X	O (120, 126, 127)	
	Reset All Controllers	X	O (121)	
Messages	Local On/Off	O *1	O	
	All Notes Off	X	O (123-125)	
	Active Sense	O	O	
	Reset	X	X	
Notes		*1 O X is selectable *2 Recognized as M=1 even if M≠1		

Mode 1: OMNI ON, POLY
Mode 2: OMNI ON, MONO
O: Yes
Mode 3: OMNI OFF, POLY
Mode 4: OMNI OFF, MONO
X: No

26. Index

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